

Welcome to COMP 523

Monday, August 10, 2020

Introductions - me

My job title: *Professor of the Practice*

No research area, but I run the UNC App Lab

I've been building apps for 15+ years now

Live on 4+ acres north of Chapel Hill, with wife, 3 kids ages 6-3, 1 dog, 1 cat, 2 goats, and (currently) 9 chickens

I enjoy reading, listening to music or podcasts, watching movies/TV, and running

Favorite programming language: Clojure (pragmatic functional programming)

Editor of choice: Spacemacs (fully-featured Vim-style editing in Emacs)

Introductions - you

Please visit PollEv.com/jeffterrell for a brief poll.

(Note that polls count for class participation credit, so should not be considered optional.)

Agenda

- Introductions
- **Zoom policies**
- Syllabus and policies
- Assignments
- Calendar

Zoom policies

If you have a question, either post it in the chat or raise your hand in the participants panel

I will keep an eye on both and interrupt myself at an opportune time to respond

If I seem to be failing to notice you, feel free to interrupt me :-)

To limit Zoom-bombing, you must be authenticated with a @unc.edu account to join class meetings

I have refrained from posting the class Zoom link publicly; if you need it, email me

Please don't chat-all during class (though feel free to do so before or after class)

Agenda

- Introductions
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- **Syllabus and policies**
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Syllabus

See the official syllabus on the class website: <https://comp523.cs.unc.edu>

The following slides summarize but don't replace the syllabus

General info

Meet from 2:40 - 3:55 PM on Mondays and Wednesdays

Meeting via Zoom only

All of my interactions with this class will be remote. I assume you'll do the same except by mutual consent.

Office hours: for technical questions, visit the (virtual) App Lab first. You can also attend my (virtual) office hours; link to come on my UNC website, <http://terrell.web.unc.edu>.

My email address: terrell@cs.unc.edu

Poll: I assume that everybody can attend class in real-time. Please take a poll about this: <https://pollev.com/jeffterrell>

Department chair Kevin Jeffay informally reports that many alumni he meets say that COMP 523 was their favorite course in UNC Computer Science!

About COMP 523

his course is unusual:

It prioritizes *application* over *concepts*

It is highly *collaborative*

It is more directly relevant to professional employment

Target audience: upper-level (junior and senior) CS majors

You will be building *real software for real people* in this course!

Key idea: you will team up in groups of (probably) 3 or (maybe) 4 for the duration of the semester to work on your project.

Poll: do you have teammates in mind already? <https://pollev.com/jeffterrell>

Third parties

There are 2 types of outside people you and your team will work with extensively this semester.

1. **Clients** have a need for software. They might be UNC professors and researchers, UNC administrators, or local entrepreneurs.
2. **Mentors** are software professionals who have agreed to mentor you and meet with you each week. Teams and clients will be assigned, based on your preferences, next week.

Mentors will be assigned based on mutual availability, also next week.

Note that mentors wear a management hat, reporting to me on completion of assignments (but they don't assign grades).

My hope is that the third-party aspect of mentors will help counter some of the

Meetings

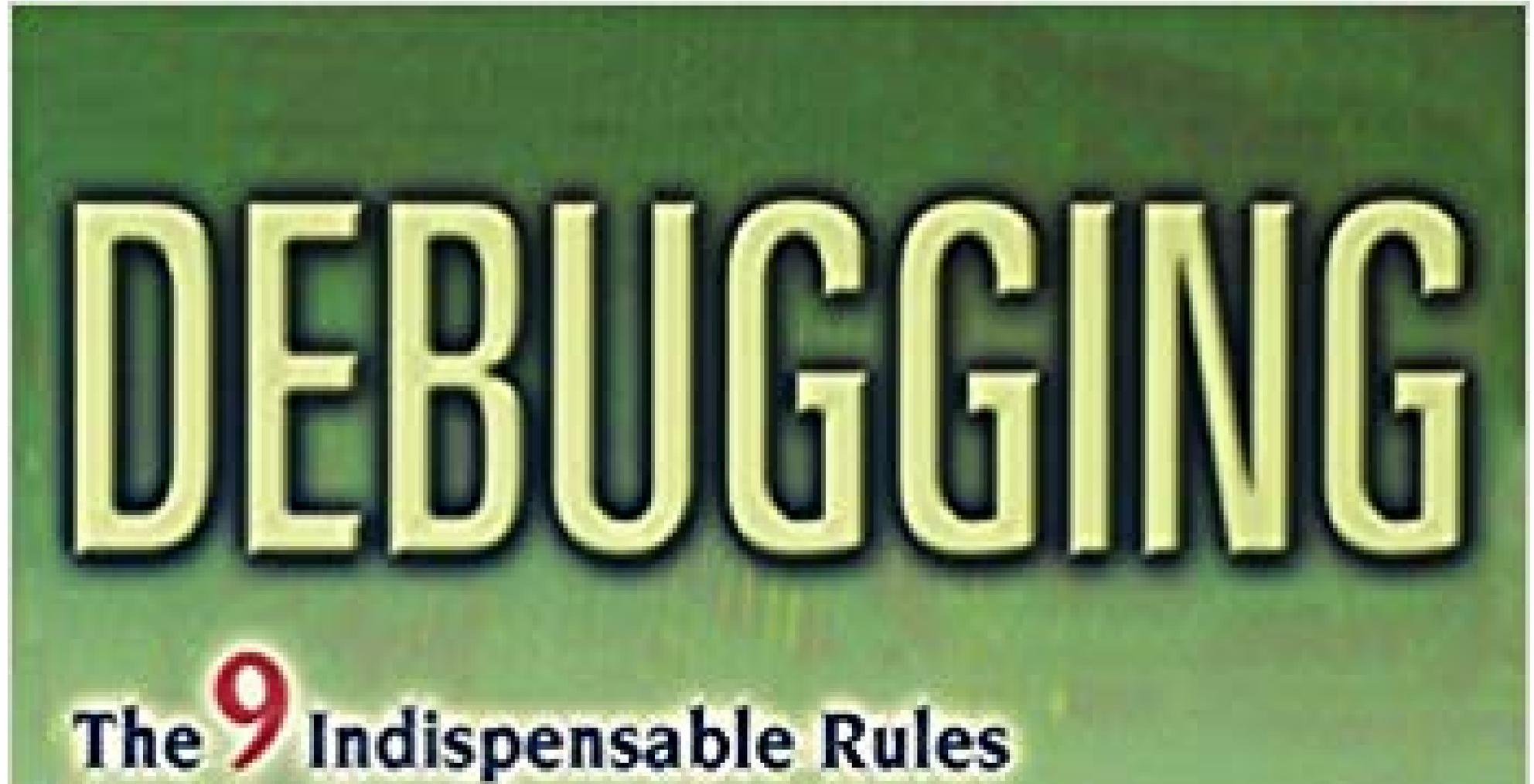
Each week, your team will meet:

1. with each other, and
2. with your mentor.

Also, you may meet with your client weekly, bi-weekly, or occasionally, according to their preference. (Not all team members must attend these meetings.)

Finding a time to meet can be challenging! Therefore, **please do not schedule anything unrelated to the class for the Friday class meeting time.** You should plan on meeting with your team, mentor, or perhaps client during that time.

Textbook



Learning objectives

At the end of the course, each student will have experienced all aspects of a software development project, including:

- working with a client to define goals and priorities
- designing a system
- scheduling and planning a multi-person project
- effective communications
- running meetings
- writing technical documentation
- preparing web content
- writing and testing code
- deploying the system
- public presentations

Course flags

- Experiential Education (EE)
- Communication Intensive (CI)
- APPLES service-learning course
- new Gen-Ed flags:
 - Creative Expression, Practice, and Production
 - High Impact Experience
 - Communication Beyond Carolina
 - Research and Discovery

Assignments

Most weeks, a team assignment will be due.

Assignments are due (soft deadline) on Sunday night.

But won't actually be checked until (hard deadline) your mentor meeting that week.

Big chunk of grade (32.5%) is from *on-time* delivery of these assignments

Note: better to deliver something mediocre on-time than something great late

The structure of assignments is intended to be helpful and counter our shared tendency to procrastinate :-)

You are encouraged to start on substantive project work early, however

Talks

Your team will deliver 3 talks during the semester

First, a 5-min midterm presentation: describe your project and show progress so far

Second, a 20-min tech talk: teach some tool or technology to the class

Third, a 9-min final presentation, including lessons learned

Each team member must participate in each talk

Grading criteria

10% for attendance and participation in class meetings (5%) and mentor meetings (5%)

10% for quizzes

15% for the tech talk

65% for the project

Note: cutoff for A is 95.0%

Attendance and participation

Attendance & participation is worth 10% of your grade, including both class meetings and mentor meetings

Register your attendance and participation in class meetings by taking in-class polls, when available

Each class is period weighted equally

Beware polls at beginning and end of class

Mentors report to me who was present and on-time for mentor meetings

Being late to mentor meetings but still attending most of the meeting is worth half credit

If you need to miss a class meeting, let me know *in advance*

Quizzes

My belief is that a complete lack of accountability for lecture content does you a disservice

Starting this semester, quizzes will be worth 10% of your total grade

Plan for now: a 10-minute quiz during class, every other week

My aim: if (and only if) you paid attention during lectures, you should do OK without studying

Project grade

Two components, each worth 32.5%: assignment grade and app grade

Assignment grade: were assignments completed on time (even if not perfect)?

App grade is qualitative: an app getting an A grade:

- is well designed and attractive;
- has an intuitive user interface;
- is deployed;
- includes at least the most important features;
- has good test coverage (probably over 70%, although that can depend on the
- is free of obvious bugs and errors.

App getting a B might miss 2 of those criteria; A "C" app has significant problems

Note: grading is intended to be somewhat lax, as a concession for the workload

Individual grade multiplier

Your individual project grade has an additional factor

If you really slacked off and let your teammates down, your project grade will be multiplied by a factor as low as 0.7

If you really went above and beyond (*while still collaborating well with teammates*), your project grade might be multiplied by 1.1 (rare)

In order to get a 1, you must:

- meet all role responsibilities
- attend and participate in all meetings
- commit to a reasonable amount of work
- deliver on your commitments
- help team members when appropriate
- not preempt work from others nor denigrate their contribution

Honor code

Collaboration on your project and talks is *expected* and even *required* in COMP 523

Collaboration of any sort on the quizzes is prohibited

Dealing with stress

This can be a stressful course:

- collaboration: choices of others can affect your grade
- conflict: preferences and opinions can clash, esp. among your team
- impact: you can disappoint not only yourself but also your team, your mentor, and your client If your stress or anxiety is interfering with your life or sleep in an unusual way, I encourage you to get help

No shame: I've gotten lots of help from therapists in the past, and still see one regularly

To get help, see the [UNC Counseling And Psychological Services \(CAPS\) website](#).

Title IX Resources

Any student who is impacted by discrimination, harassment, interpersonal (relationship) violence, sexual violence, sexual exploitation, or stalking is encouraged to seek resources on campus or in the community. Please contact the Director of Title IX Compliance (Adrienne Allison – Adrienne.allison@unc.edu), Report and Response Coordinators in the Equal Opportunity and Compliance Office (reportandresponse@unc.edu), Counseling and Psychological Services (confidential), or the Gender Violence Services Coordinators (gvsc@unc.edu; confidential) to discuss your specific needs. Additional resources are available at safe.unc.edu.

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Assignments

See the [assignments page](#) on the class web site for a full list.

Note: not all assignments are equal! (See the "difficulty" rating)

0. Project preferences, due Wed. Aug. 19 by 8 AM Eastern
1. Project management board, due Sun. Aug. 23
2. Web site, due Sun. Aug. 30

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Calendar

See the [calendar page](#) on the class web site for full details

This week is our only Friday class meeting (safe since teams aren't assigned yet)

Client pitches: Fri Aug 14 and Mon Aug 17

Project preferences due by 8am Wed Aug 19

Generally, lectures about first 2/3rds of semester, then tech talks

Note reading assignment column

Note possible midterm presentation dates and tech talk dates (first come, first served)

Final presentations during final exam period (no final exam)

I will post slides and recordings to the calendar when they're ready

Questions?