

HW 2 Presentation Duration of presentation is 10 minutes.

HW3 Write up (one page, single spacing, in your own words on what you learnt)  
Write up due on the day you make the presentation. Bring it with you.

Rules for team: Each team will have two people. The person you partner with must be registered in class and must *not* be a member of your project team.

Selecting a topic: Identify three or four items you like. In class on Monday Feb. 28th, I will assign one item to each two-member team. I will try to assign it based on your preference, but don't count on it. You may want to bring a copy of this list with you to class. *Email queries about this will not be answered. Bring your questions to class or my office hours.*

1. "The End of Software Engineering and the Start of Economic-Cooperative Gaming." Alister Cockburn  
(<http://alister.cockburn.us/crystal/articles/teoseatsoecg/theendofsoftwareengineering.htm>)
2. "Continuous Integration." Martin Fowler , Matthew Foemmel  
(<http://www.martinfowler.com/articles/continuousIntegration.html>)
3. "The New Methodology," Martin Fowler  
(<http://www.martinfowler.com/articles/newMethodology.html>)
4. "Iterative and Incremental Development: A Brief History," Craig Larman, IEEE Computer, June 2003.
5. The C3 Payroll Team, 1998. "Chrysler goes to extremes." Distributed Computing, Oct. 1998.
6. "Product-Development Practices that work," MacCormack, MIT Sloan Management Review, 2001.
7. "Design, development, integration: space shuttle primary flight software system." William A. Madden and Kyle Y. Rone, Communications of the ACM, 1984, volume 27, number 9, pages 914—925
8. "Evolutionary Project Management Methods," Niels Maotaux  
(<http://www.malotaux.nl/nrm/pdf/MxEvo.pdf>)
9. "Stop Promising Miracles," Wiegers, Software Development, Feb. 2000.
10. "When good-enough software is best," Edward Yourdon, IEEE Software, 1995.
11. Software Project Management Practices: Failure Versus Success, Capers Jones  
(<http://www.stsc.hill.af.mil/crosstalk/2004/10/0410Jones.html>)

12. "No Silver Bullet: Essence and accidents of software engineering," F. P. Brooks, IEEE Computer, April, 1987.
13. "Airport 95: Automated baggage System," ACM Software Engineering Notes, March 1996.
14. "Embracing change with extreme programming," Kent Back, IEEE Computer, October 1999.
15. "Planning and Running an XP Iteration," Cara Taber, Martin Fowler (<http://www.martinfowler.com/articles/planningXpIteration.html>)
16. "The Primavera Story. An Agile Transition," Robert C. Martin , Ken Schwaber (<http://www.objectmentor.com/resources/articles/Primavera>)
17. "Is Design Dead?" Martin Fowler (<http://www.martinfowler.com/articles/designDead.html>)
18. "Less is More: Jumpstarting Productivity with Small Teams," Steve McConnell (<http://www.stevemcconnell.com/articles/art06.htm>)
19. "Unit testing with mock objects," Alexander Day Chaffee, William Pietri (<http://www-106.ibm.com/developerworks/library/j-mocktest.html>)
20. "Iterative and Incremental Development," Robert Martin (<http://www.objectmentor.com/resources/articles/IIDI.pdf>, <http://www.objectmentor.com/resources/articles/IIDII.pdf>, <http://www.objectmentor.com/resources/articles/IIDIII.pdf>)
21. Select tips from Pragmatic Programmer.