



# Introduction to the Course

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Individual Software Process

# Description in Course Catalog

กระบวนการพัฒนาซอฟต์แวร์สมัยใหม่ การพัฒนาแบบ วนรอบและแบบค่อยเป็นค่อยไป การวางแผนและประมาณ

โครงการเดียว การจัดการเวลา การติดตามเวลา คุณภาพรหัส

โปรแกรม การปรับปรุงรหัสโปรแกรม การตรวจสอบรหัส

โปรแกรม การควบคุมรุ่นของรหัสโปรแกรม การทดสอบ

ซอฟต์แวร์เบื้องต้น การพัฒนาซอฟต์แวร์ภายใต้กรอบงาน

Modern software development process, iterative and incremental development, individual project planning and estimation, time management, tracking time, code quality, code refactoring, code review, source code version control, introduction to software testing, software development under a modern framework.

# Purpose of This Course

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Developers work on **projects** in **teams**.

They apply a **process** to their projects.

**Individual Software Process** - skills, knowledge, and habits to be an **effective developer** alone or on a team.

# Goal of the Course

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Understand and be able to apply software development skills used by individuals & teams

Improve your ability to write good quality code that is testable and maintainable

# Topics

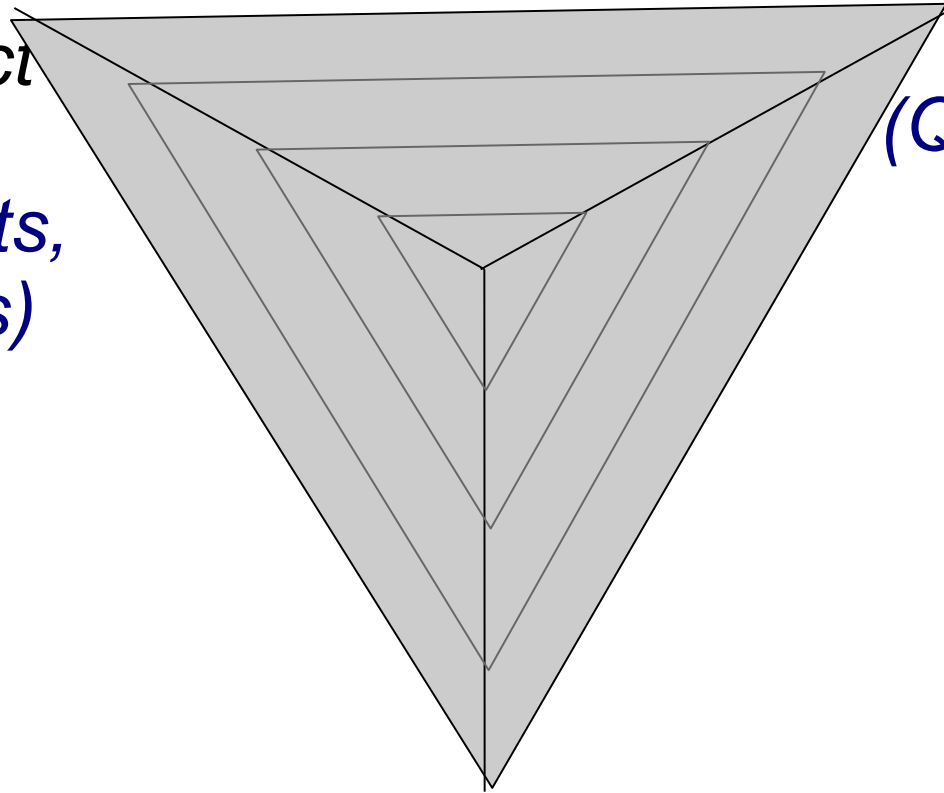
Conceptual Knowledge	Skills	Technology	Habits
Software processes Process areas and practices Iterative & Incremental dev, Agile concepts Waterfall	Estimation Planning Tracking Work Testing Review design & code Build Management Refactoring Retrospective	Git Python unittest Persistence Task boards Issue tracking Automation, CI Build tools	Clean Code Quality Focus Attention to detail Self-learning Communication skill Time Mgmt.

# Dimensions of a Software Project

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*Build the  
right product  
(Features,  
Requirements,  
User Needs)*

*Build the  
product right  
(Quality, Process)*

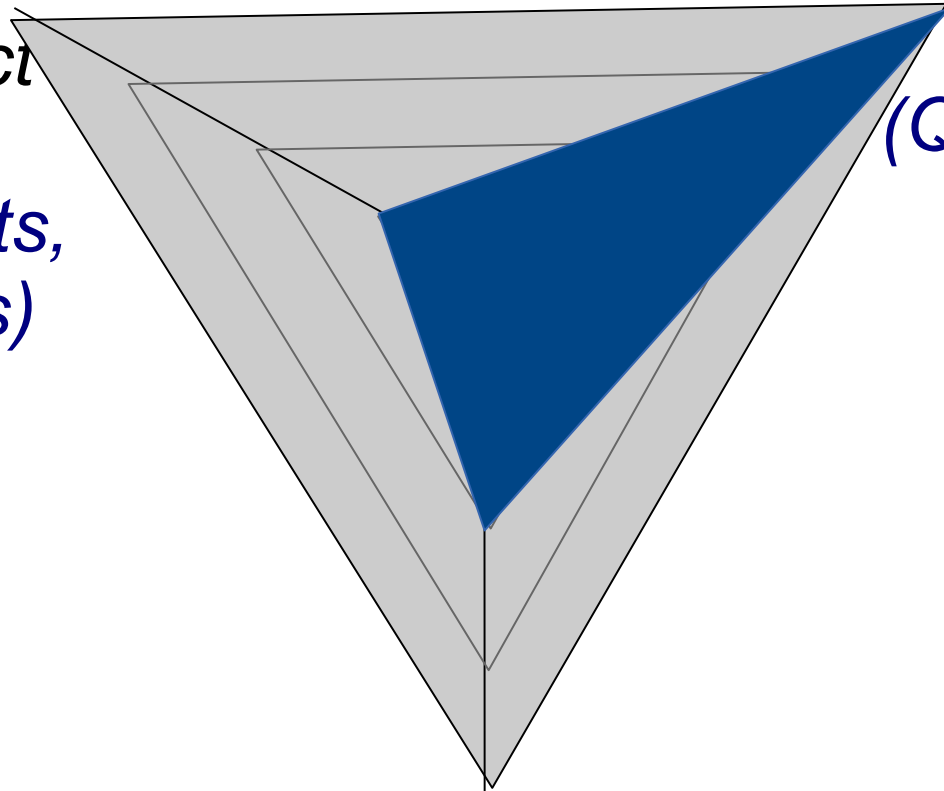


*Build it fast  
(Time & Cost)*

# Focus of this course

*Build the  
right product  
(Features,  
Requirements,  
User Needs)*

*Build the  
product right  
(Quality, Process)*



*Build it fast  
(Time & Cost)*

# Prerequisites

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1. Can write **O-O style code** at the level of **Programming 2**.
2. **Git basics**: create & clone a repo, update files, push changes, view changes to files.
3. How to use **command line** to navigate the file system, manipulate files, and enter commands.
4. How to use Github and Github Classroom.

See: "Git" topics on  
<https://skeoop.github.io/>



# Programming 2 Really is Needed

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Everyone should at least have completed Prog 2 for basic O-O and programming skills.

If you have not, this course will be too difficult -- and a waste of your time.

**Pass Programming 1 and Programming 2 **first**.**

**Then** take ISP.

You will learn more.

# Not a PowerPoint Course

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"Slides" are an aid to presentation, but do not contain much detail or depth.

For real in-depth learning you must read the assigned material and do the work.

Studying from "slides" is not enough to pass the course (or get a job).

# Work and Grading

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1. Weekly assignments - in lab and homework
2. Quizzes
3. Written Exams
4. Programming Exams
5. Small team project - a web application

# Grading

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Your grade is based on your understanding of the material and ability to apply it, as demonstrated on exams, quizzes, class participation, and assignments.

# Minimum Requirement to Pass

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An average exam score  $\geq 50\%$  on both written exams and programming exams.

*Why?*

*You must understand concepts and how to use them.*

*You must be able to write and test code.*

# Approximate Grading Scale

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- A** 85% and above
- B** 75% - 85%
- C** 65% - 75%
- D** 55% - 65%
- F** less than 55% overall  
*or* exam average < 50%

# The Rules

1. No copying
2. Do assigned reading & work
3. Submit work on time
4. Write good quality code
5. Use the coding standard
6. Participate in class



# Write Good Quality Code

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1. Write code that is **easy to read**.
2. Write code that is **testable**.
3. Consistently use a **naming & coding style standard**
4. Write **meaningful comments**.  
Include Python docstring or Java Javadoc comments.

**No Comments -> No Credit**

**Bad Coding Style -> No Credit**



# Two Things We Won't Tolerate

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# 1. Copying

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Copy anything → Fail (F)

Including Homework.

No second chance.

## 2. Laziness

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Signs of laziness:

Not doing assigned reading

Wait until last day to do homework

Not participating

Submitting sloppy or buggy code

Copying

# Online Course Resources

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**Google Classroom.** <https://classroom.google.com>

- Assignments, announcements, feedback, discussion

**Github Classroom:** programming work

- <https://github.com/orgs/ISP2022>

**Course Material:** <https://cpske.github.io/ISP>

- Organized by topic, not sequential order

**Discord:** for meetings & monitoring quiz/exams