Software Engineering with Objects and Components
Tutorial Work

This handout describes the provisional timetable for tutorial activities. The deliverable deadlines are firm, although the other tutorial tasks may be subject to change in exceptional circumstances.

Tutorial Work

Timetable

Week	Tutorial Task
3	Team formation, requirements gathering and use case modeling
4	Use case model presentations and class model designing
5	Class model presentations and validation
6	**Deliverable 1 deadline**
7	Consolidation of preliminary design and Interaction diagrams
8	Activity diagrams and Statechart diagrams
9	Java development and testing:
10	**Deliverable 2 deadline**

First Tutorial: forming teams

At the first tutorial meeting you will be split into three teams: **Orders (O)**, **Plants (P)** and **Deliveries (D)**. These teams are concerned with different aspects of the systems. Your tutor will tell you who is in each team. For the remainder of the term, the teams will each concentrate on different facets of the system development. You should use the first tutorial to plan your team's development process for the remainder of the term, and to organise how you will work together as a team. You will also be asked to propose a name for your software company (i.e., your tutorial group).

Team Presentations

In weeks 3-10 the three teams will each give presentations to the rest of the group. In these weeks teams will each have time for a presentation, followed by a question and answer session. The presentations have two purposes: (i) for the presenting team to have their specifications reviewed by other group members; (ii) for the other teams to learn how the presented specification satisfies (or fails to satisfy) the requirements of their own subsystem. The teams should spend 10-15 minutes presenting, with the rest of their allocated time available for questions. The teams, moreover, should prepare for tutorials by drawing up a list of questions which they need answered for their own specifications. The teams should also consider interactions between their presentations and work out how to resolve any conflicts or inconsistencies.

Presentation Skills

Most of you will probably have little or no experience of giving presentations. Fear not, there is plenty of advice available: try searching the library catalogues or the world-wide-web with the keywords "presentation skills". Few specific suggestions are:

Be brief: you only have a limited amount of time, so make your presentation focused and to the point; however you must also...

Be clear: and bear in mind that you necessarily understand what you are talking about far better than the audience – so take them through the material nice and carefully.

Be structured: a good idea is to follow the "tell 3 times" rule. When explaining something to an audience you should:

1. tell them what you intend to explain (*Introduction*)
2. tell it to them (*Content*)
3. tell them what you have just told them (*Summary*)

While you may have little experience of giving presentations, you do have substantial experience of attending presentations (e.g., lectures). Think about your experiences on SEOC and other courses — of lectures, overhead slides and handouts. Think about not only examples of *good practice* (things to emulate), but also of *bad practice* (things to avoid). Above all, remember that your fellow tutees are all in the same position. So do try and learn from those who give particularly good presentations, and do try to give *positive* criticism to those whose presentations are not so clear.

You will need to prepare handouts for your audience to examine and take away: these might include UML diagrams; more detailed written explanations; and lists of issues/questions you wish to resolve.