CS189A
Senior Computer Systems Project
aka Capstone Project

Jianwen Su
Department of Computer Science
UC Santa Barbara
Welcome Back to Campus

- Daily screening
- Mask while inside buildings

For this course, subject to change:
- F2F development, please observe the mask policy
- Meeting with me: not my office but alternative places (zoom, outside HFH, etc.), by appointment only
- Meeting with your mentors: teams decide how, but keep in mind that health concern is a priority
- Not cleared for going to campus: inform me or Mason, zoom for lectures and discussions team activities: teams decide
Capstone

- Two quarter project course in which students put their education into practice by building a significant system as a team “in house intern”
  - Learn by doing, teaching yourself and each other
  - Chance to explore the latest technologies and SWE practices
  - Provide practical experience as a form of career building

Capstone flavors
- Year-long ECE 189 A/B/C for EE and CE students
  - Focuses on development of a hardware/software prototype
- CS 189 A/B for CS and CE students
  - Software systems engineering oriented
  - Runs Fall/Winter to allow continuity and more extensive projects
    - Must take both courses in a single series (CE and CS) for grade
- There is also a year long EE Capstone and ME Capstone
Logistics  |  http://capstone.cs.ucsb.edu

- **Lectures:** Mon. 2pm-4:50pm
- **Discussion Section:** Tues. 5:00-6:50pm
- **Instructor:**
  Jianwen Su (su@cs.ucsb.edu)
  Zoom meeting room: 8058933698

- **Teaching Assistant:**
  Mason Corey (mcorey@ucsb.edu)

- **Class website (+ announcements):**
  http://capstone.cs.ucsb.edu  CS189A tab
The CS Capstone: How Does It Work?

- Industry Driven
  - Companies “donate” challenge problems that they wish to explore as R & D
  - Student teams develop prototypes in collaboration with industrial mentors
  - Goal: develop and understand the next industry-leading technology, drive an idea from design to working prototype

- Culminating: March 2022 (@the CS Summit!)
  - Present to the College, community, your peers, … the world
- Awards given for best projects!
  - Judging criteria
Capstone Award Judging Criteria

- **5pt Science**: Has the project demonstrated application of important, interesting, or new aspects of Computer Science? (e.g. Use of machine learning, non-trivial algorithms, solid distributed system design techniques)

- **5pt Practice**: Did the project adhere to techniques that represent the state of best practice in industry throughout the development of the system (e.g. specification, design, development iterations, repo workflows, test-driven development, issue tracking, or use of static or dynamic analysis tools)

- **5pt Scope**: Has the team attacked a problem of significant (but appropriate) scale and complexity. Does the problem require the development of significant new code and/or the integration of complex exciting parts that are not normally made to interface to one another? Did the project complete the goals that it set for itself?

- **5pt Teamwork & Presentation**: Do all members of the team contribute significantly (in their own ways)? Does the team take the process seriously and communicate effectively with one another and the mentors? Is the project presented both in written and spoken form in a way that is compelling and impressive? Has the team developed an impressive demo?
Capstone Series Overview

- Teams of size 4-5 (teammates added by instructor if <=4)

- CS189A
  - Project vision and technology investigations/evaluation
  - Requirements and design documentation (PRD v1 and v2)
  - Prototyping and initial implementation (code!)
    - Including testing

- CS189B
  - Complete implementation (debugging, robustness, performance, analysis)
  - Testing and verification
    - Including user studies
  - Optimization and extension (awesome features!)
  - Presentation

- [http://capstone.cs.ucsb.edu/cs189a/cs189a_sched.html](http://capstone.cs.ucsb.edu/cs189a/cs189a_sched.html)
Week 1

Class:
- Introduction to the class and to team selection
- Form teams (5 members)
- Team “brag sheet” sent to instructor/TA before noon Friday Oct 1 (1 page pdf)

- Discussion: more on team selection and team work

- Friday in lieu of discussion section this week
  - Company representatives present the challenge problems (a.k.a. the Pitch Meeting!) Girv 1004
    - Oct 1st 3:30-6pm, HFH 1104 (attendance mandatory)

- Read the recommended readings on the schedule page
Course Overview: CS189A

❖ Week 2
❖ Class:
  o Lecture: Introduction to SWE and SW Specification: Vision statements
  o Project selection (see Claiming process) planning
  o Send claiming email to the instructor before Wednesday
  o Team/Sponsor pairings announced before Thursday
– Discussion:
  o Identify group leader and scribe
    Lead: motivator, picks up all loose ends, settles debates/makes decisions
    Scribe: records scrums, retrospectives, sprint planning, mentor/TA meetings
  o Write up vision statement and send to mentors for approval
Week 3

- Class:
  - Vision statements due by end of class (send PDF to TA via email)
  - Lecture: Software Specification: Agile software development (scrum, sprint planning) and an Introduction to the Product Requirements Document (PRD)
  - Activity: Finish vision statements, Sprint planning
    - Sprint 1 starts!

- Weeks 4-10 on the cs189a schedule page (http://capstone.cs.ucsb.edu)
Course Overview: CS189A

❖ Claiming a project

– Only **complete** emails dated before **9pm on Tuesday Oct 5** considered
  Email to instructor (su@cs.ucsb.edu) with
  o Subject: 189a project selection
  o Sent by group leader (or his/her representative)
  o List of group member names and emails; **Identify lead and scribe**
  o A picture of each group member for public posting
    ▪ The file name must be: LASTNAME.png
    ▪ Please use 512x512 resolution and png file format
      » Contact the TA if you need help with any of this
  o List all projects (company participants) in order of preference

– Assignment algorithm: best match
  o **You are not** likely to get your top preferences
  o One team per project/company!
CS189A Goals & Requirements

- Four 2-week sprints:
  - Week 3-4 (PRD v1 – tools, technologies, design investigations);
  - Week 5-6 (use cases/user studies and prototyping, PRD v1);
  - Week 7-8 (design, prototyping, testing, PRD v2);
  - Week 9-10 (prototype presentations, prototyping and testing)

- Specify what the product will do
  - Vision statement Due week 4
  - Product Requirements Document (PRD) (due end of Oct and Nov)
  - Design tools, brainstorming, coding (tests and implementation)

- Build and test an initial prototype
  - Typically teams iterate on these activities until they converge to a working prototype!

- 189A last week of class + maybe discussion
  - Prototype Demonstration
  - Recorded, order determined randomly
Your Grade

- Attendance at classes and discussion section
  - One miss for class/discussion is allowed with excuse, followed by letter grade decrease per miss

- Team participation: sprint scrum, retrospectives, planning, treatment/support of your teammates

- Weekly substantial contributions (50 LOC each) to code repository

- Completion of all of the project requirements (next slides)

- Demo performance
  - Judging criteria, amount of work put in, robustness, extensiveness
Capstone Project Requirements (1/2)

- Use of agile development process with per-sprint task tracking (recommended: Trello or PivotalTracker)
- Daily scrums (M-F) recorded by scribe in shared Google Doc
  - Class/discussion days: last 15mins of class
  - Shared with Instructor, Mentor, TA, and team
- Weekly meetings (virtual is ok) with mentor (scribe logs)
- Every 2 weeks: meeting with TA (during discussion/class is OK)
- Class/discussion attendance and participation in team activities
  - Bring laptop to class, email instructor if you don’t have one
- Vision statement turned in by deadline (& approved by mentor)
- Draft 1 & 2 of PRD turned in by deadline
  - Evolve as you design and prototype; approved by mentor
- Working prototype for base functionality demonstrated in the last week of the quarter
Capstone Project Requirements (2/2)

- Use of a code repository (recommended: GitHub)
  - **Ongoing** contributions by all members each week
    - Identify a workflow that works best for your team
  - Can include preparation of requirements documents

- Use of an issue tracker (recommended: Waffle.io or github)

- Documented code

- Automated unit tests and integration and/or functional tests
  - Code defensively!

- Use of user stories and/or use cases for requirements & design

- Use of UML for system requirements modeling and design

- Wireframes for user interfaces if any

- Complete 4 2-week sprints, **record** retrospectives and planning for each
Sponsors 2021

- AppFolio
- AgMonitor
- Alcon
- Invoca
- Well Health
- PackageCloud.io
- Teladoc Health
- Navy Pt Mugu (citizenship required)
- Bill.com

Intellectual property
What’s Next?

- Today
  - Info on constructing a good team; next week: intro to SWE
  - Form teams

- Friday: Attend the pitch event (3:30-6pm HFH 1104)

- Next week: Select projects, write vision statements, project setup and initial investigations

- Beyond:
  - Scrum/log daily and weekly meetings, mentor meetings
  - Learn necessary technologies and teach each other, work on specs (PRD v1)
  - Project specification, design, and prototyping

- Schedule:
  https://capstone.cs.ucsb.edu/cs189a/cs189a_sched.html