

CMPT 373
Software Development Methods

Epilogue

Nick Sumner
wsumner@sfu.ca

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- Software processes (intent vs marketing)
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- Design patterns (designing your own, not memorizing)
- Working with collections
- Designing better APIs
- Reasoning about correctness

What have we *not* covered?

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 - Reliability
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- **Team communication strategies**
- **Software estimation**
- **Scheduling & time management**

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Attacking these in depth goes beyond what our prereqs allow

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 - CMPT 454 (Database Systems II)
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If you hear a student say
“Don’t take **YYY**, it’s hard.”
that is probably good to take.

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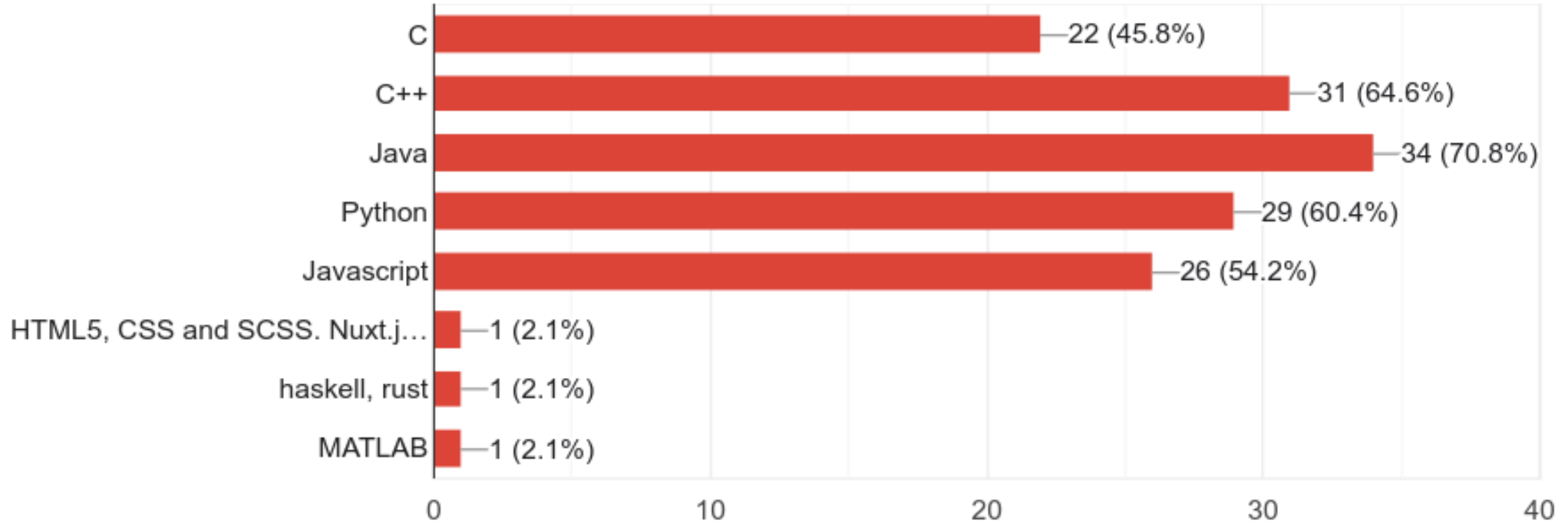
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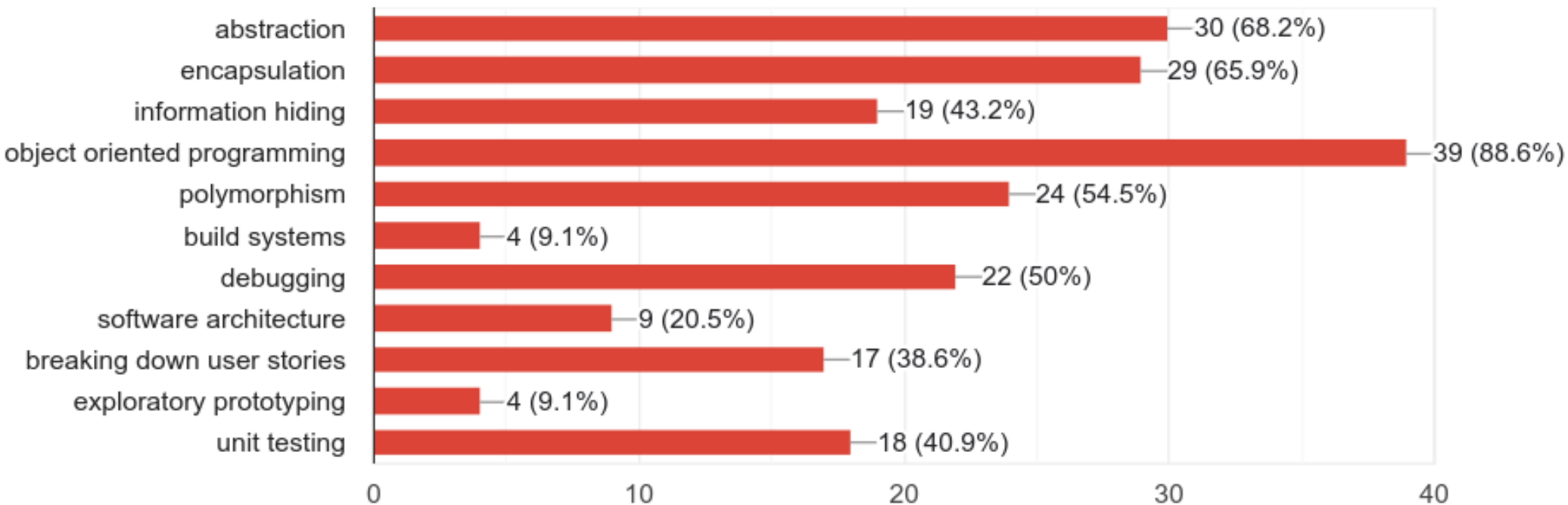
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- Train your metacognition

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- Keep in mind that however daunting the circumstances, you can affect the outcome.

Q & A