Assignment 0 - Choose Teams

The Course Project

This year’s course project will consist of six phases, designed to demonstrate some of the practices of eXtreme Programming that help yield high quality results. The project will consist of implementing a simple distributed ticketing system called Quibble.

The entire project will be carried out using one of the primary practices of eXtreme Programming - pair programming. In pair programming, all programming tasks are undertaken as a joint activity of two programmers, one of whom does the detailed coding while the other keeps track of the relation of the code to higher level design and requirements.

The project will involve implementing two parts, a Front End that interacts with customers at banking machines, and a Back End that processes, tabulates, and maintains a database of accounts and transactions. Both of these will be implemented as command line programs (i.e., faceless programs without an interface), which use terminal input and output and are run from a command line prompt given the names of the files they are to work with. For example,

    c:/mystuff> myprog.exe infile.txt outfile.txt

In Windows, or

    home/scott% myprog infile.txt outfile.txt

In Linux or Mac OS X

The project can be implemented on any platform (Linux, Windows, MacOS) and using any programming language (Java, C++, C, Python, ...) that you choose, as long as it can be compiled to run from the command line.

Assignment #0

You are to form small (two person) independent software companies that will each contract to produce a high quality software product to meet the requirements of the project. Choose your teammate carefully - you will be marked as a team, and both teammates will receive the same mark for assignments.

For now, the only thing you have to do is to form your company team, agree on a platform for development, and choose a company name. Fill out this form, and return it in class (or at the main office) by Tuesday, September 29.
An Extreme Course Project:
Quibble, the Queen's Basic Event Ticket Service
CISC 327 - Fall 2015

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We the undersigned hereby agree to work together as a team on the course project in CISC 327. We understand and agree that our project work will be evaluated as a team and that we will share the team mark for all assignments of the project. We each promise to make our best effort to insure that the team works together and that the workload and opportunities for learning on all project phases are equitably shared between us.

Team Member #1:

Name: ______________________________________________

Student Number: ______________________________________________

Signature: ______________________________________________

Team Member #2:

Name: ______________________________________________

Student Number: ______________________________________________

Signature: ______________________________________________

Company (Team) Name: ______________________________________________

Development Platform and Language (you may choose to change this later):

Platform (circle one): Windows  Linux  Mac OS X

Language (circle one): Java  C++  C  Python

Other*:  ______________________________________________

* - if you want to use another language, you must ask for permission.