

CS 330 Software Engineering I

Spring 1999

Project Materials

1. Project Requirements
2. Schedule
3. Documentation Guidelines and Standards
4. Software Requirements Specification Guidelines
5. Design Notebook Tailoring (and see notes below [be consistent with the SRS])
6. PDR/CDR/Demonstration Guidelines
7. Test Report Tailoring (be consistent with the SRS)
8. User Manual Tailoring (see only the notes below and be consistent with the SRS)
9. Project Evaluation Criteria
10. Peer Evaluation Criteria

Guidance with respect to the standards that are available on reserve at the library:

Design Notebook (DNB) Standard (IEEE Std 1016-1987): This is the older standard, but its simpler and more applicable in an academic setting. Read ¶ 4 and ¶ 5 for information on content of the DNB. Read ¶ 6 for further ideas including the appendix to see an example of structure. In addition, see IEEE Std 1016.1-1993 for the information in ¶ 7 which gives information on Design Methods. A good example is contained there (¶7.1 and 7.2). I recommend you read the sections 5 and 6. There is a fairly extensive Annex that gives information on Software Design Notations.

Users Manual (IEEE Std 1063-1987): See pages 8-12 that cover the required sections (¶4 through ¶6). The most important subsections have a * mark next to its description. An example User Manual is provided in the library.