

## CSE403: Development

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## Topics

- HW Byte
- Demonstration
- More Mythical Man-Month
- Time for Grouping

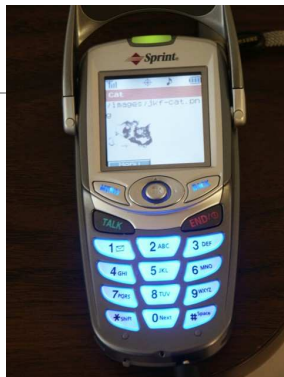
## Ant and Antenna Problems?

- Be sure to have the Java SDK's bin directory in your path.
  - Spaces are okay in the path variable.
- Be sure that your project directory has no spaces.

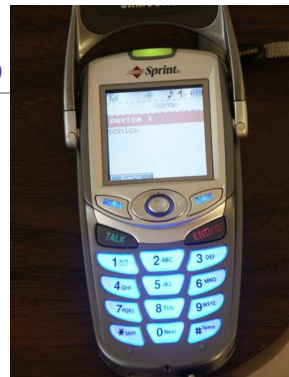
## The Real Thing

- Does your mobile phone support Java?
  - <http://www.jopte.com/src/test.html>
- Edit the Jad file:
  - MIDlet-Jar-URL:  
<http://cubist.cs.washington.edu:8080/shanec/images/m3.jar>
- <http://www.sprintpcs.com>
  - Application Developer's Program

## Hw 1 Demo



## Hw 3 Demo





## Designer vs. Implementer

- Does it matter in small groups?
  - 2 people?
  - 4-5 people?
- Can someone be both a designer and implementer?



## Self-Discipline

- Cool features vs. project completion
  - Bare design completion first, additions if time allows
- Fantastic ideas vs. reality
  - Will it fit?
  - Will it be too slow?
  - Will it be too convoluted for the user?



## Documentation / Communication

- Interface documentation
  - Code (libraries)
  - MIDlet, Servlet network communication
- How dynamic should documentation be?
- What about the other software group?
- What about the users?



## Time Predictions

- Is it useful to relate man-years to lines of code?
- How many lines of code does it take to complete a project?
- What is the point?
  - The more people, the less code/person/month
  - Some projects are harder



## Programming for Limitations

- MIDlets ~64k or less
  - Muglets (API for accessing multiple JARs)
- Considerations
  - Classes (20kB Compressed or ~40%)
  - Images (6kB Compressed or ~0%)
  - Jar (27kB)
- Awkward User Input



## Picking a Group

- Now (you pick)
- Later (we pick)