Outline

- Updated schedule of class-related deliverables
- Your questions

- Good enough products
- Mastery – the keys to success…
- The future of software engineering and you

- Handout: "When You're Tested" by Jon Bach

Updated Schedule of Remaining Class-Related Deliverables

- **Sun, May 29 @ 10pm:** essay #2 responses due
- **Wed, Jun 01 @ noon:** final release, presentation, and design critique due
- **Wed, Jun 01 @ 1:30pm-2:30pm:** in-class demos and presentations by Teams E, D, C
- **Wed, Jun 01 @ 10pm:** peer reviews #3 due
- **Fri, Jun 03 @ 1:30pm-2:30pm:** in-class demos and presentations by Teams B, A
- **Fri, Jun 03 @ 10pm:** essay #3 responses - **CANCELED**
- **Fri, Jun 03 @ 10pm:** usefulness of peer reviews #3 due
- **Mon, Jun 06 @ 2:30pm-4:30pm:** in-class final exam
- **Mon, Jun 06 @ 10pm:** final questionnaire due

Your Questions

- On class?
- On project?
- On homework?
- On material we've discussed?
- Other?

CSE403
Section 10:

"Good Enough" Products;
Mastery – the Keys to Success;
The Future of Software Engineering and You

Valentin Razmov, CSE403, Sp'05

Criteria for "Good Enough"
(James Bach, http://www.satisfice.com/articles.shtml)

- It has sufficient benefits.
- It has no critical problems.
- The benefits sufficiently outweigh the problems.
- In the present situation, and all things considered, further improvement would be more harmful than helpful.

- Key questions to ask when doing an evaluation:
  - Good enough for whom?
  - Good enough for what?

Intellectual Activity:
"Good, Fast and Cheap"

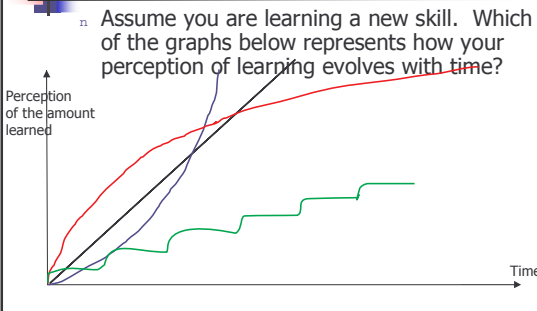- Can you get all three of these qualities?
  - Why or why not?

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"Mastery – The Keys to Success…"

- **The importance of lifelong learning**
  - If you exchange $1 with someone, each of you still has $1; if you exchange 1 idea, both of you now have 2 ideas.
  - It is okay to be a "fool" (admitting you're not an expert).
  - "You can win, you can lose, or you can learn." (V. Satir)
- **The thrill is in the experience and continuous practice, not in (reaching) the final goal**
  - Mastery is a journey, not a state.
  - "– Excuse me, how do I get to Carnegie Hall?
    – Practice!"
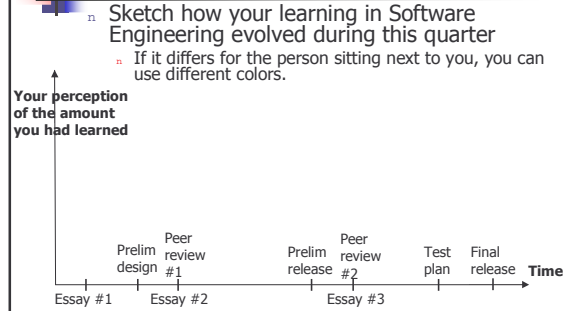 - "There is no way to happiness; happiness is the way."

"Mastery – The Keys to Success…"

- **Understanding the homeostasis phenomenon**
  - Resistance to change
  - It is safer to stay where you are than to change (to something new and unknown); change is risky.
  - True for biological and social systems
- **How do these ideas tie into software engineering and you?**

Perception of Amount Learned vs. Time

- Assume you are learning a new skill. Which of the graphs below represents how your perception of learning evolves with time?

Perception of Learning vs. Time in This Class

- Sketch how your learning in Software Engineering evolved during this quarter
  - If it differs for the person sitting next to you, you can use different colors.

"Mastery – The Keys to Success…"

- **The plateau metaphor in "Mastery…"**
  - Spikes are rare, so learn to love the plateau
  - Faux promises: "instant success", "fast relief", "endless climax", "immediate gratification", etc.

Factors that Will Affect the Future of Software Engineering and You

- Outsourcing and offshoring
  - Global economic and societal trends
- Your soft skills
  - Creativity
    - On tasks that can't be robotized easily
  - Communication
    - On tasks that require frequent face-to-face contact with customers
- Your technical skills
  - And how fast you can learn new ones