

# CS 4500

# Software Development

Group Presentations

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# Presentation Structure

- Aim: 20 mins, but slots are 30
1. Group Introduction
  2. Overview
  3. Code Walkthrough
  4. Questions

# Group Introduction

- Quick
- Introduce the members

# Overview

- Give an overview of your design
- Highlight implemented parts
- Use diagrams (remember UML?)
- Component decomposition
- Slides, or use your README or design documents – if they contains the relevant information

# Overview

- Briefly introduce your programming language
- Why did you choose it?
- Dependencies? Prerequisites?
- Library choices
- Give an overview of your code base (so far)
- How to see your code run?

# Walkthrough

- Pick an interesting module or a couple of modules (especially if you don't have a lot of code)
- If relevant: start with the interface(s) (can be the `.md` file)
- Open the (first) source file
- Go through the file

# Walkthrough

- Overview of the module, how is it organized
- Routine by routine
- What are expected inputs? Types? Shapes? Preconditions?
- What can you guarantee for the output?
- Do explain *what* code does, but concentrate on *why*
- Interesting problems? How did you solve them
- Alternative solutions considered?
- How do you test?

# Other

- Each group member should take part in the presentation
- To demonstrate familiarity with the code
- Have a notebook ready



# Grading

- Concentrates on presentational aspects
- Overview: does it give a good idea of the project?
- How do the presenters reply to questions?
- Can they justify their choices?
- Does everybody participate?
- Is the code ready for presentation? (Comments, conventions, organization)