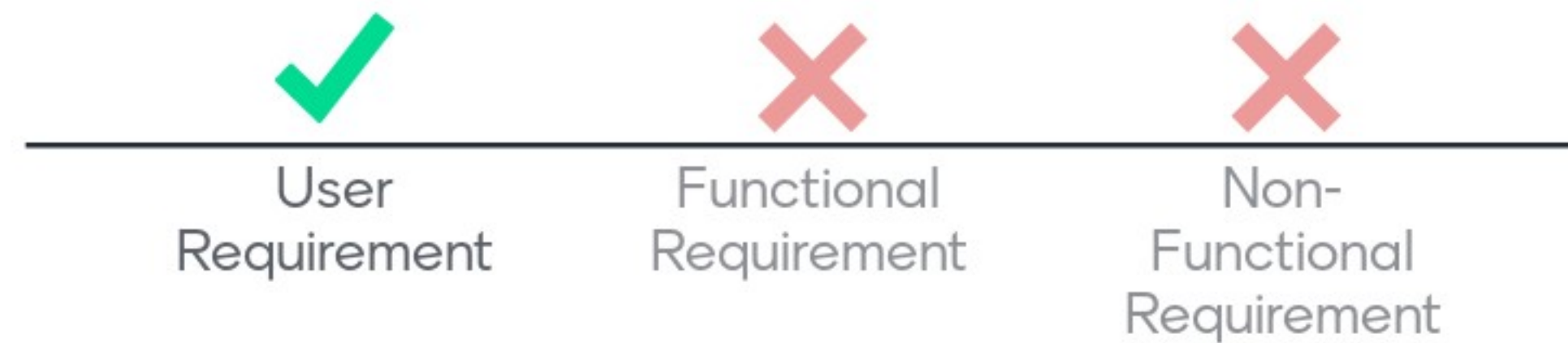
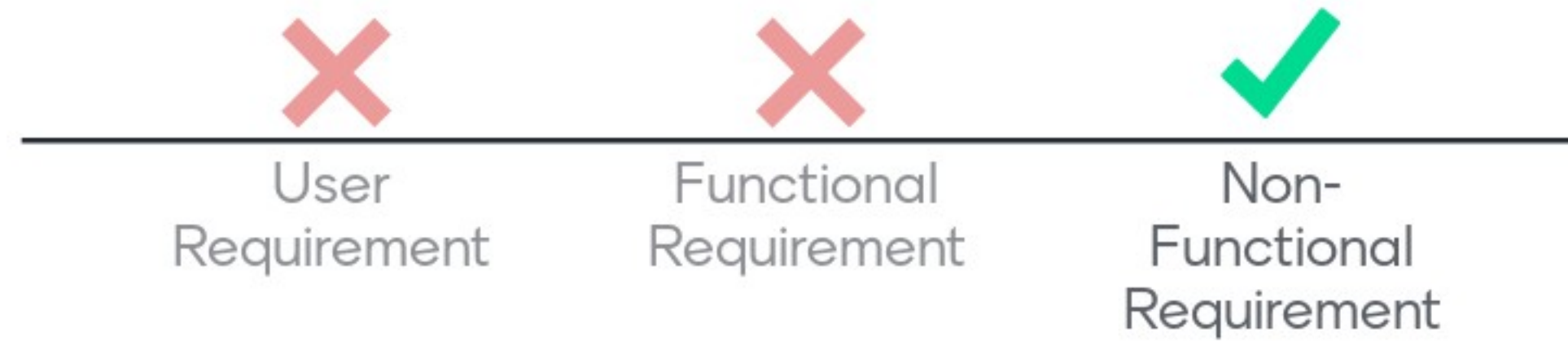


"Loading data and making graphs from it easily with a simplified user interface"



"Being able to load 10MiB of data in less than a second"



"Being able to load data from CSV spreadsheet formatted files"



"Has a small screen and 5 big buttons"



"Must record data anonymously because of privacy laws"



"Software must be finished by April"



"Collects information about the experience of shoppers at our stores"



"Small kiosk for standing people to use"



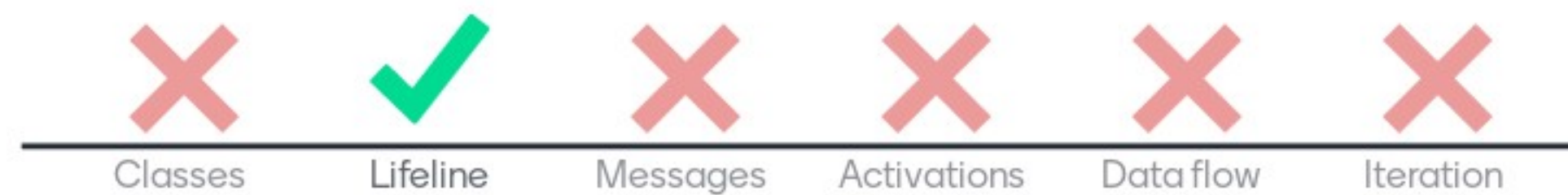
What UI should be chosen for software that will only be used for a few minutes every month?



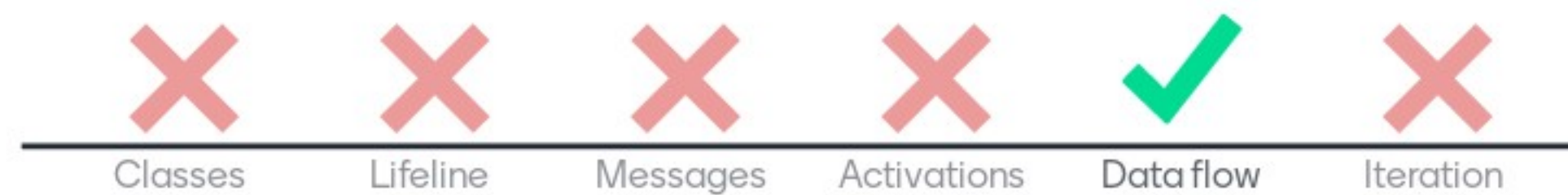
In a UML Sequence Diagram, time goes...



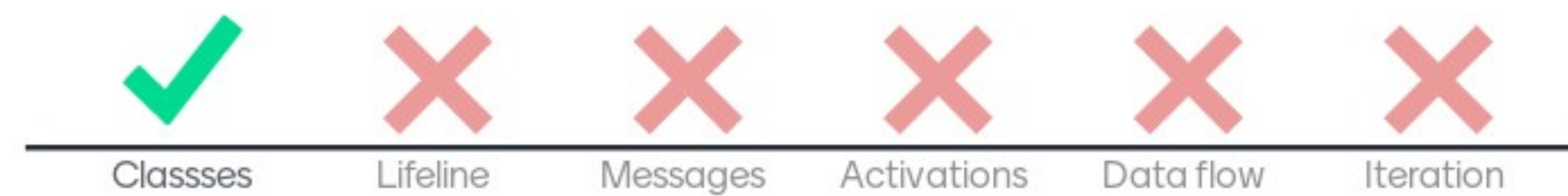
In a UML sequence diagram, vertical dashed lines...



In a UML sequence diagram, horizontal dashed lines...



In a UML sequence diagram, columns represent...



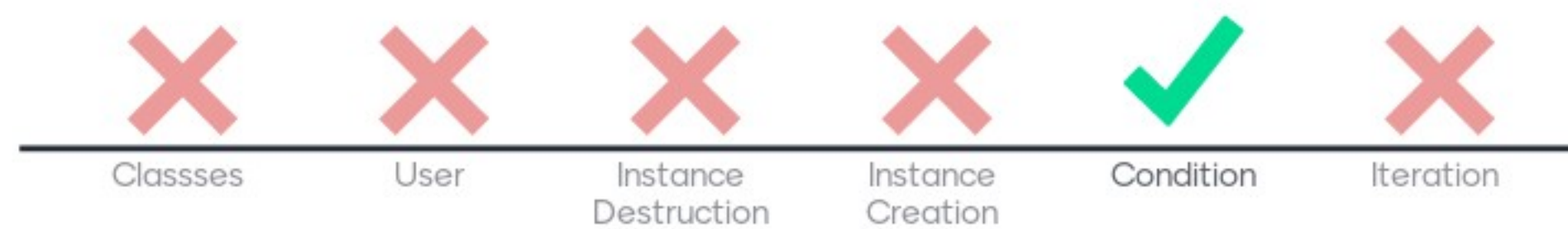
In a UML sequence diagram, *
represents...



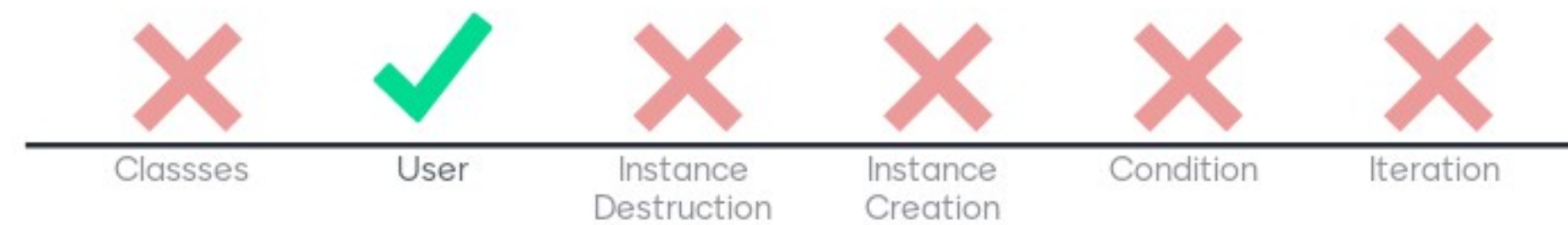
In a UML sequence an arrow pointing to the top of a column represents...



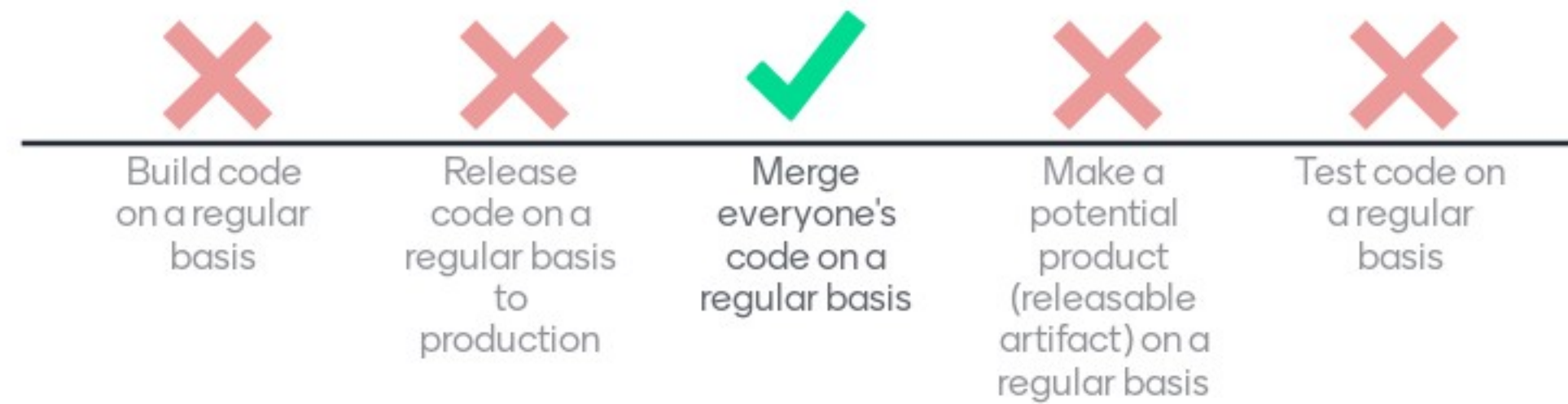
In a UML sequence square brackets [] represents...



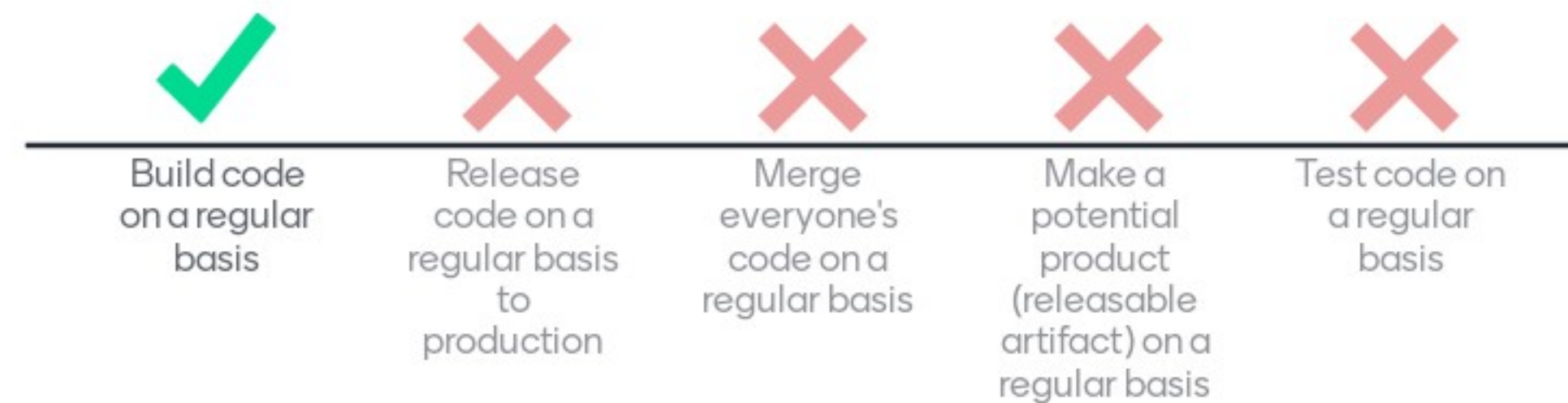
In a UML sequence stick figure represents...



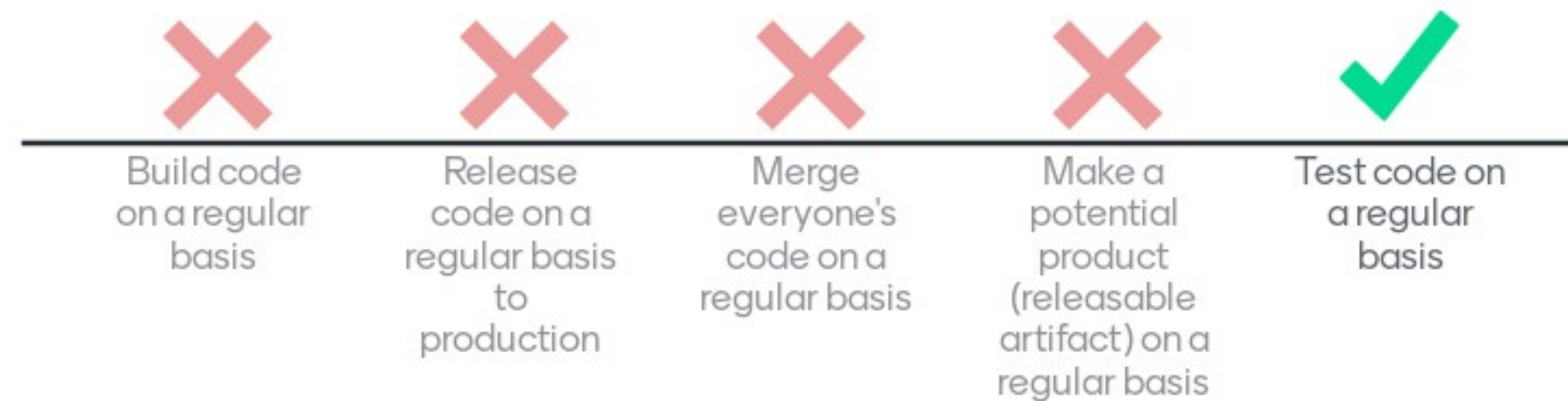
What is the first level of Continuous Integration?



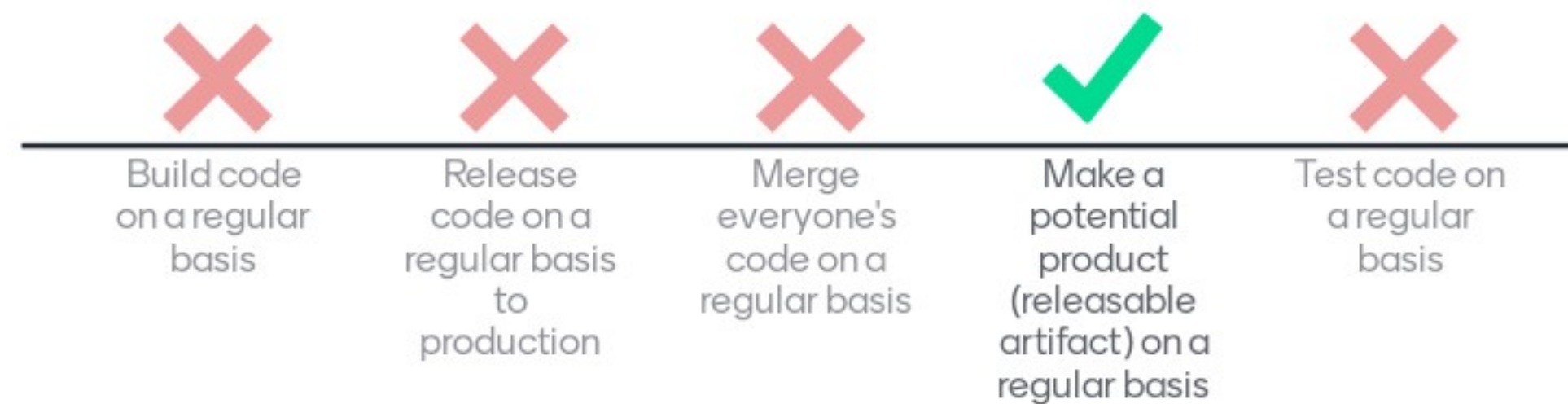
What is the second level of Continuous Integration?



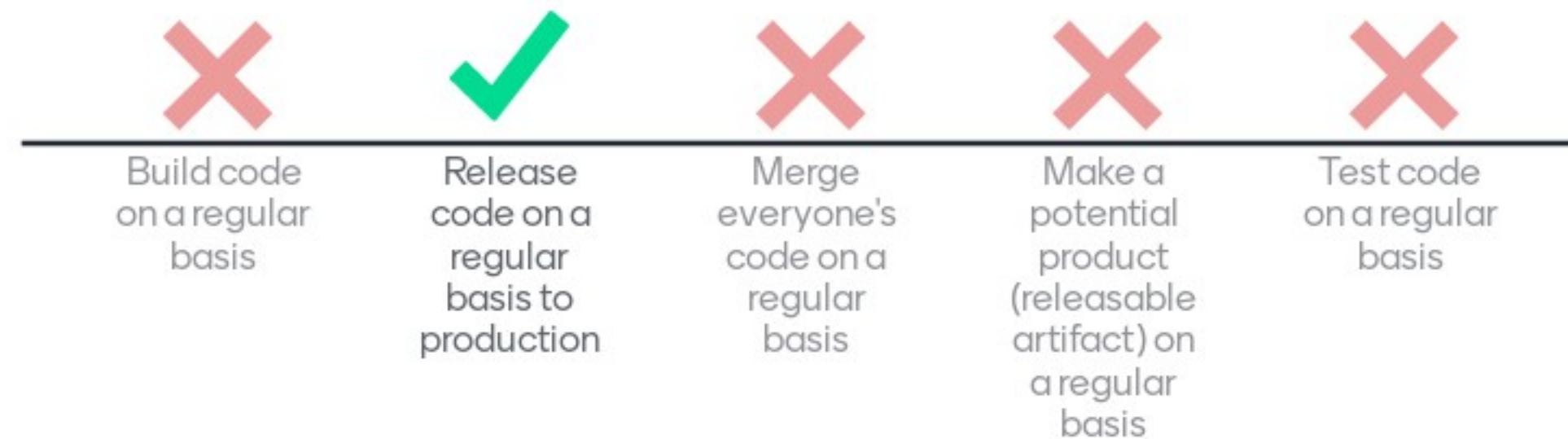
What is the third level of Continuous Integration?



What is the fourth level of Continuous Integration (Continuous Delivery)?



What is the last level of Continuous Integration (Continuous Deployment)?



Responding quickly to changing requirements?



Releasing working products often?



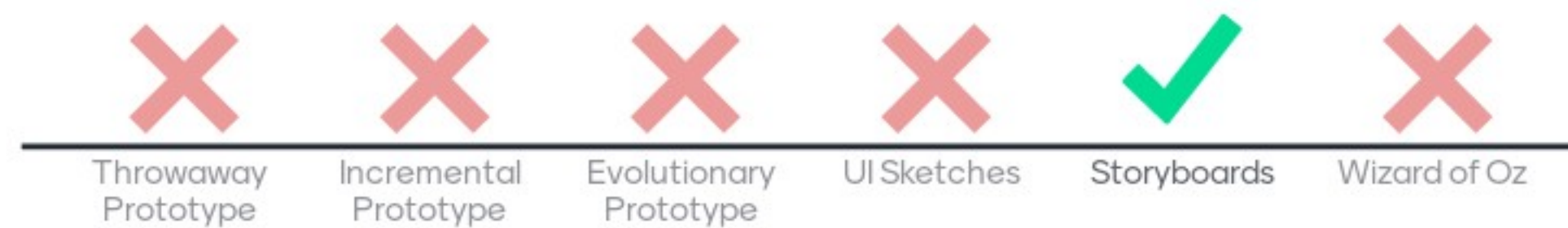
Sustainable pace?



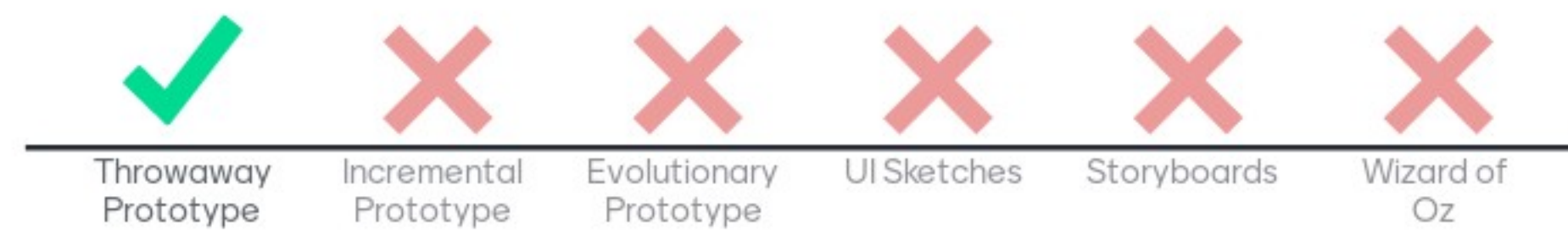
Each iteration of the prototype, every feature gets a little better.



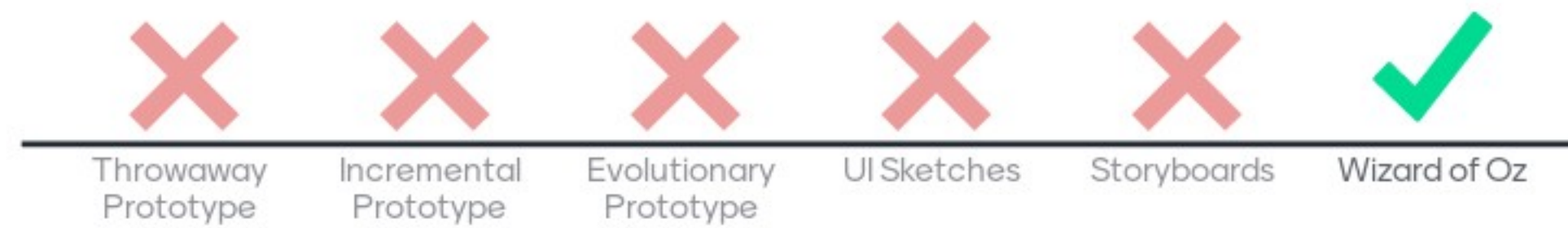
Visual example of how a user might go through completing a task in the UI



Each iteration we make a new prototype



There's a person running things but it looks like its code doing the work



Drawings of what the various screens would look like



Increased complexity from multiple versions at once



Customer has to wait a long time



Nobody can commit & push code that doesn't compile



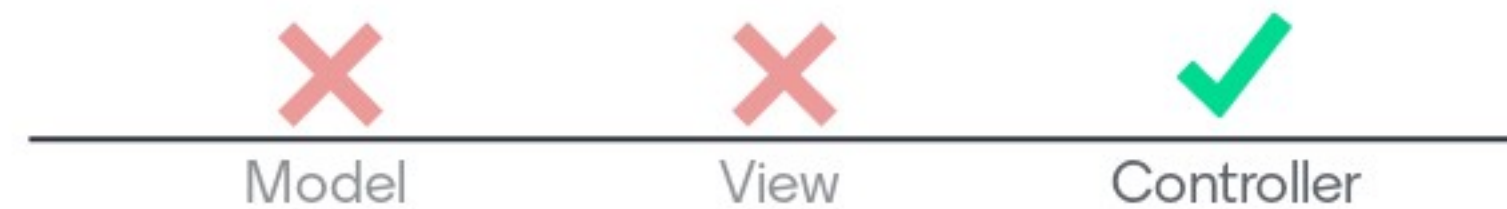
In an app about Pokemon, a Pokemon's current level should be kept in the



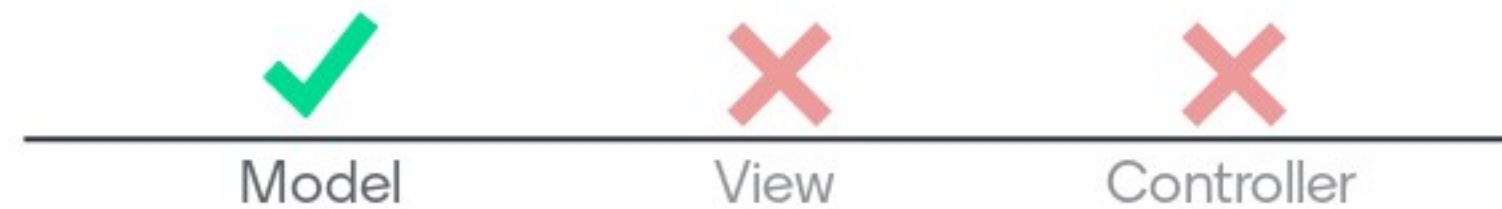
In an app about Pokemon, a Pokemon's picture should be kept in the



In an app about Pokemon, the player tells what to have their squirtle do a water gun attack?



When I walk my poisoned pokemon, it slowly loses health... what should contain the code for that?



When I save my Pokemon game, what is going to be saved?



What pattern is used in the kind of MVC we do in this class?



In the MVC used for our class, *ever* model can have how many views?



In the MVC used for our class, every view can have how many controllers?



In the MVC used for our class, every controller can have how many models?



In Java if I see `SomeClass<T>`, what is the T?



What changes the model?



What updates the views?



What makes things so the user can see them?



What does the user give commands to?



What should be INDEPENDENT of the UI toolkit (android/ios/windows...) used?



What should call methods of the UI toolkit (android/ios/windows...) used?



What should contain the representation of the core concepts (nouns/verbs from OOAD)?



What goes on the top of a CRC card?



What goes on the LEFT of a CRC card?



What goes on the RIGHT of a CRC card?



What goes on the BACK of a CRC card?



end

