

# **CMPUT 301 LAB**

## **Introduction**

**WINTER 2026**



**UNIVERSITY  
OF ALBERTA**

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# LAB OUTLINE



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## TA's Contact

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# Lab Days, Duration and Venue

**Days** : Tuesdays , Wednesdays and Thursdays

**Duration** : 5:00pm to 7:50 pm MST

**Venue**

**Lab D01**

**Date and Time: Tuesday, 17:00-19:50**

**Location: ETLC E1-003**

**Lab D02**

**Date and Time: Wednesday, 17:00-19:50**

**Location: ETLC E1-003**

**Lab D03**

**Date and Time: Thursday, 17:00-19:50**

**Location: ETLC E1-003**

## ● **Software Engineering**

- Tools
- Techniques
- Practice

**What To Expect ?**

# What Not?

- This is not a JAVA Course
- You will be expected to learn Java on your own and also take courses online
- We can only provide basic materials and tutorials
- This is also not a programming course.

# Lab Contents

1. **Software Engineering Soft Skills**
  - a. Ability to Work in a Team
  - b. Communications Skills
2. **Software Design Pattern**
3. **Software Maintenance**
4. **Object Oriented Design, Analysis and Application**

# Tasks / Action Plans?

- Develop a real large-scale android application
  - You will be assigned in teams and each team will have a TA as your mentor/manager
  - The professor is your customer/client
- You will be holding weekly meetings with your TA's



# Assessment Scales

- TeamWork, Collaboration Using Real World Tools
- Requirement Analysis and Project Planning
- Software Design Pattern using Object Oriented Approach, languages and tools
- Properly Documented Codes, Highly maintainable for easy project handover to another engineer.
- Analysis, Improvement and extension of existing software
- Presentation to the customer and meeting their needs

**Drop them in the EClass or Call the  
Attention of any TA around quietly**

**Questions and  
Comments?**

# ACKNOWLEDGMENTS

- Slides/Lecture Tutorials  
Recordings from Past TA's Fall 2020
- <https://developer.android.com/studio/install>
- <https://developer.android.com/studio>
- Presentation DECK UAlberta  
Brand Template

# Get To It

Login to your Canvas if you haven't logged in already and follow along with the instructions found there. You can code along with me as I demonstrate the task on the screen. All the materials are on eclass