CS456/556 Individual Assignment 2.tech[0-4]

The five technology evaluation assignments should be turned in via the same document under directory "2.tech" on SourceForge.net class CVS repository. The document name should be "TECHNOLOGY- NAME_YOUR-OAK-ID.FILE-TYPE". "FILE-TYPE" could be "txt", "doc", "pdf", "ppt", or "ps". This document should be created when you turned in the first 2.tech assignment. It should be updated each time you turn in the next technology-evaluation assignments.

The final document should have a cover page and several sections. The cover page should have the following information: Quarter name, Class name, Student name, Team number/name, OAK-ID, Project Name, Technology Name, and Status of the Document. DO NOT INCLUDE YOUR STUDENT ID, because all documents on SourceForge are public. In the "Status of the Document" field, you must indicate whether the document is ready for grading and for which stage.

The sections of this document are:

Section 0. Proposed Evaluation Activities in an UML Activity Diagram
Section 1. Overview and Concept Map
Section 2. Tutorial
Section 3. Quick Reference Card

Note that when you add a binary file to a CVS repository, you must add the "-kb" option to "cvs add". Otherwise, the binary file may be damaged. ".doc" and ".pdf" files are binary files. After you check in a file, you should always check it out at another location to verify if the file has been checked in correctly. You will receive penalty points if the grader or the instructor cannot open your file because it is corrupted. You will also receive penalty points if you create more than one file or fail to remove damaged files from the CVS directory.

[2.tech0] Technology Evaluation Stage 0: UML Activity Diagram for proposed technology evaluation activities (3 points)

In this assignment, you are required to select one technology that could be used in your team project and come up with a plan to evaluate it. The plan should be described in an UML Activity Diagram. You are allowed to add a short note explaining the diagram if necessary.

Two members of the same team cannot work on the same technology.

[2.tech1] Technology Evaluation Stage 1: Overview and Concept Map (5 points)

In this assignment, you are required to get familiar with the technology of your choice and write a one-page overview to introduce it to your teammates. The overview should include a concept map for this technology. This figure must have a figure title such as

"Fig. 1. A concept map for the Java programming language."
The figure must be referenced in the text. Before you submit, add a cover page.

[2.tech2] Technology Evaluation Stage 2: Tutorial (7 points)

In this assignment, you are required to prepare a tutorial for the technology of your choice. The goal of the tutorial is to help your teammates learn this technology quickly. At least one concrete example should be included in the tutorial. It is a good idea to make this example as close to your project as possible.

[2.tech3] Technology Evaluation Stage 3: Quick Reference Card (5 points)

In this assignment, you are required to create a quick reference card for the technology of your choice. The quick reference should be one-page or two-page long. It should not be longer than two pages. This section should start on a new page. You can use smaller fonts if necessary. It should contain information that you wish to keep with you when you work on your project using this technology. For example, for UNIX text editor *vi*, one might wish to include explanations of all one-letter commands such as "i", "o", and "a" in the quick reference card. Note that this section should not be merely a collection of references to other materials such as books or web sites.

[2.tech4] Technology Evaluation Stage 4: Reflection on Technology Evaluation (Two UML Activity Diagrams) (5 points)

Two UML Activity Diagrams should be turned in. The first activity Diagram should describe the actual activities that you carried out in technology evaluation assignments. In accompanying text, describe how it could be improved. The second Activity Diagram should have what you now think is the best approach to evaluate this technology. You should summarize lessons learned from the technology evaluation assignments by comparing these two activities diagrams as well as the one you proposed before you started the technology evaluation assignment.