

# Enterprise Systems Integration

IS696 — Fall 2006

# Ice Breaker

- Find a neighbor
- Take three minutes
- At the end, you'll present the following:
  - Who is the person?
  - Why are they here?
  - Something about that person that everyone should know.

# Systems Development Problem

- Design a student class registration system
- Three groups
  - Developers: Develop system
  - Administrators: Execute system
  - Students: Use system
- You have five minutes to develop the first iteration

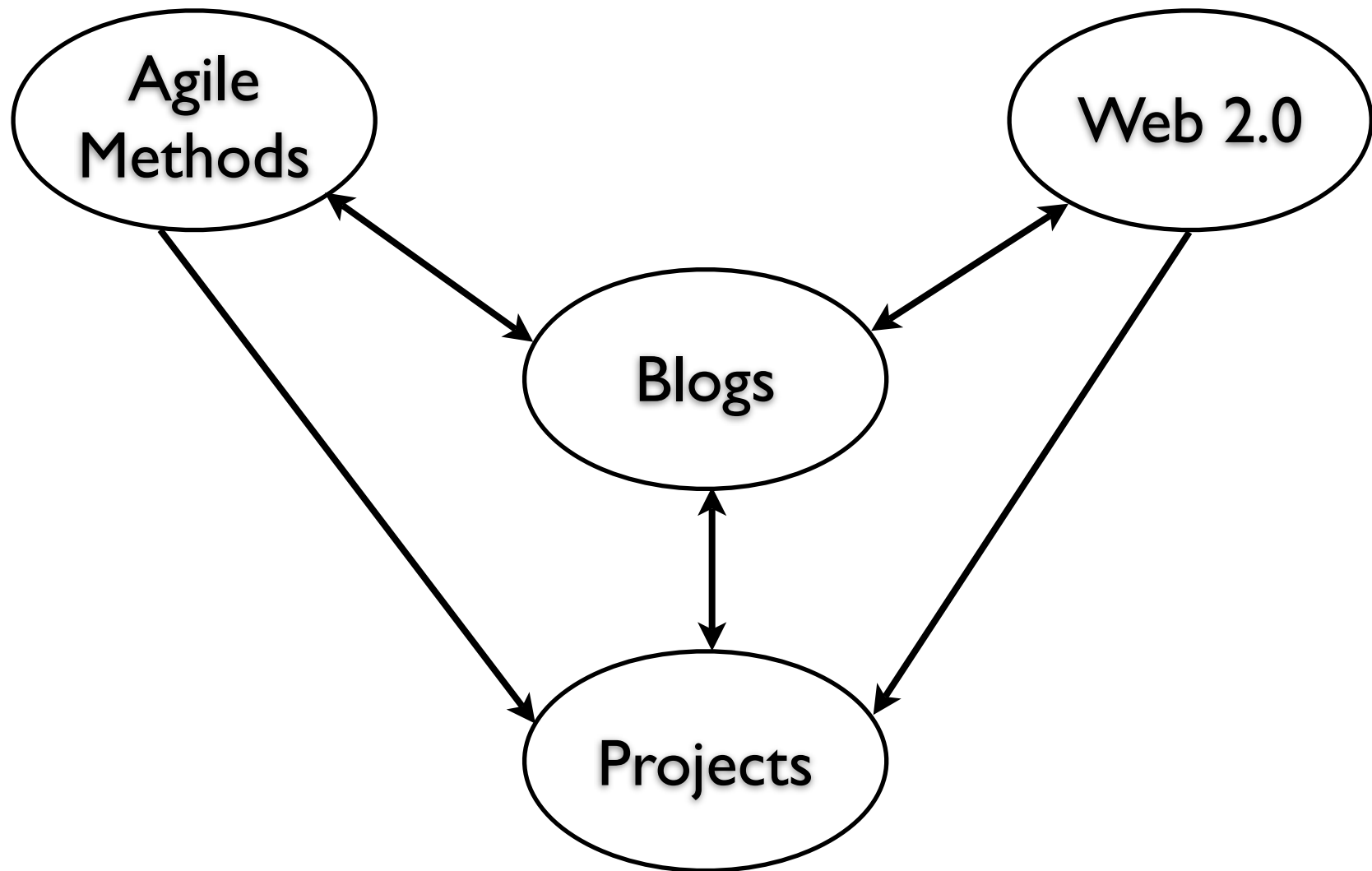
# What we learned

- How much were you able to actually implement?
- How did you decide the priorities?
- Would more planning have helped?

# Principles of Agile Development

- Software is new product development
- Agile methods
  - individuals & interactions OVER process & tools
  - working software OVER comprehensive documentation
  - customer collaboration OVER contract negotiation
  - responding to change OVER following a plan

# IS696 in a picture



# IS696 in Words

- A course about integrating enterprise systems
- Use Web 2.0 technologies
- Agile methods to organize it all
- Blog network
  - Keep communication flowing
  - An example of enterprise integration

# Key Dates

- 10/11: Prototype 1
- 11/08: Prototype 2
- 12/13: Prototype 3
- After next meeting, we will mainly be in the lab

# Grading

- On a curve, but it is possible for everyone to make a good grade.
- Distribution
  - Project: 50%
  - Blogging: 30%
  - Short assignments: 20%

# Summary

- We're headed to the lab today to start blogging
- The course is about integrating systems
  - We'll focus on web technologies
  - We'll use agile methods
- Blogging ties all of this together