Myths about MOOCs & Agile Retooling & scaling up an Introductory Software Engineering course

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- UC Berkeley undergraduate Computer Science (not Software Engineering) degree program
- Intro. Software Engineering upper-division course
   "restricted elective" (n-out-of-k)
  - fulfills design component (open-ended team project)
  - 15-week semester
- As instructors, not always clear which standards document should provide guidance (SE 2004, ACM/IEEE CS 2013, SWEBOK)



# The Problem

- Berkeley's SW Eng course had mixed reputation
  - Students: "we are learning *about* methodologies, but not applying them in relevant projects"
  - Instructors: students don't practice what we teach them
  - Employers\*: students can write code, but lack basic and important software skills, especially:
  - 1. Dealing with legacy code\*\*
  - 2. Working in team with nontechnical customer

#### 3. Automated testing

\*\* Large companies: Google, Microsoft, Amazon Web Services, VMware, eBay , Salesforce. Small companies: GitHub, Heroku, Pivotal Labs, SauceLabs

\* Unanimously #1 among 6 large software companies we asked



### The Constraints

- Typical ugrad: ≤12 hrs/week per course
  - 15 week course = 3 weeks of fulltime work
- Need high productivity tools so nontrivial apps can be completed in 1 semester
- Future of exciting SW = "client + cloud" apps
- Rails on cloud has best testing & code-grooming tools





## This talk

- How did retooling to Agile+SaaS affect the course & students?
- If successful, can course be scaled up (teach more students) and scaled out (used flexibly at other institutions)?
- Does course meet new Software Engineering curriculum guidelines? (*cs2013.org*)



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#### Response: revised course

- Teach fundamental SW Engineering skills using productive Rails SaaS framework
- Learn by doing: methodologies  $\rightarrow$  tools
- Uses & teaches Cloud Computing
- Small-team, Agile dev (ideal for classroom)
- Real customers
- Emphasizes testing

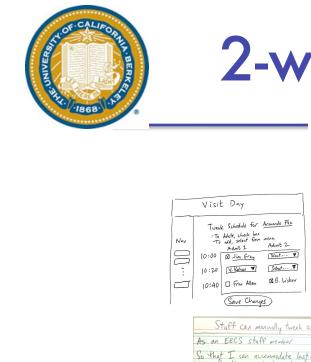




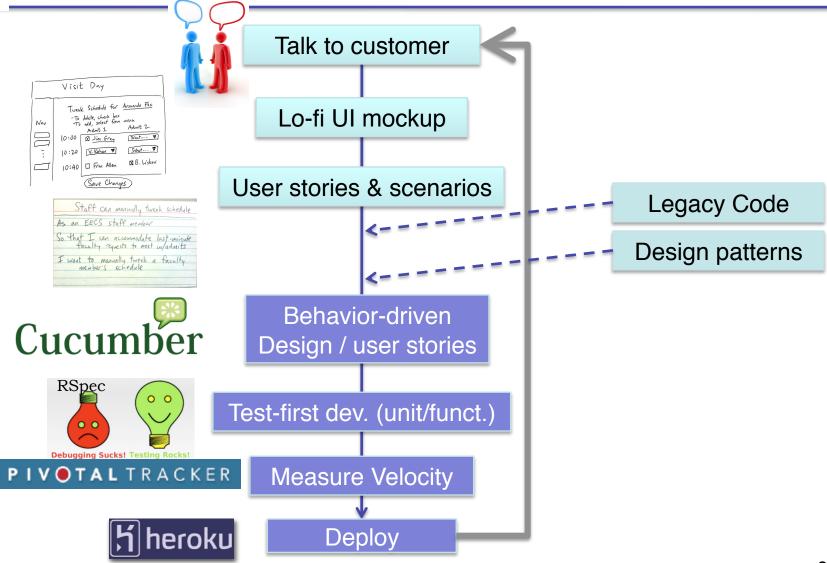
#### UC Berkeley upper-division Intro to Software Engineering

#### saas-class.org

Week# and Topics (3 lecture-hours + 1 section-hour per week)	1-pizza team project
1. Intro to SaaS, Agile vs. "Plan & Document" centric approaches	
2. Pair programming, Scrum, Ruby intro, TDD intro	Form teams
3. BDD intro, user stories, lo-fi mockups, velocity, SaaS architecture	Pick project/customer
4. Model-View-Controller, Rails intro, ActiveRecord design pattern	Customer meeting 1
5. Unit & functional testing, mocks & stubs, fixtures, test coverage	Customer meeting 2
6. DRYing out code, Associations, advanced Rails features, RESTful service-oriented architecture	Review lo-fi mockups with customer
7. Project management, design reviews, version control for small teams	Iter. 1
8. Legacy code: exploring codebase, characterization tests, metrics, code smells, refactoring	
9. JavaScript intro, event-driven programming, JSON & AJAX	Iter 2
10. SOLID OO design principles, design patterns	
11. Continuous integration/deployment, performance & availability, upgrades & feature flags, optimization, security/data integrity	Iter. 3
12-14. Optional extra topics, guest speakers	Iter. 4



## 2-week Agile/XP Iteration





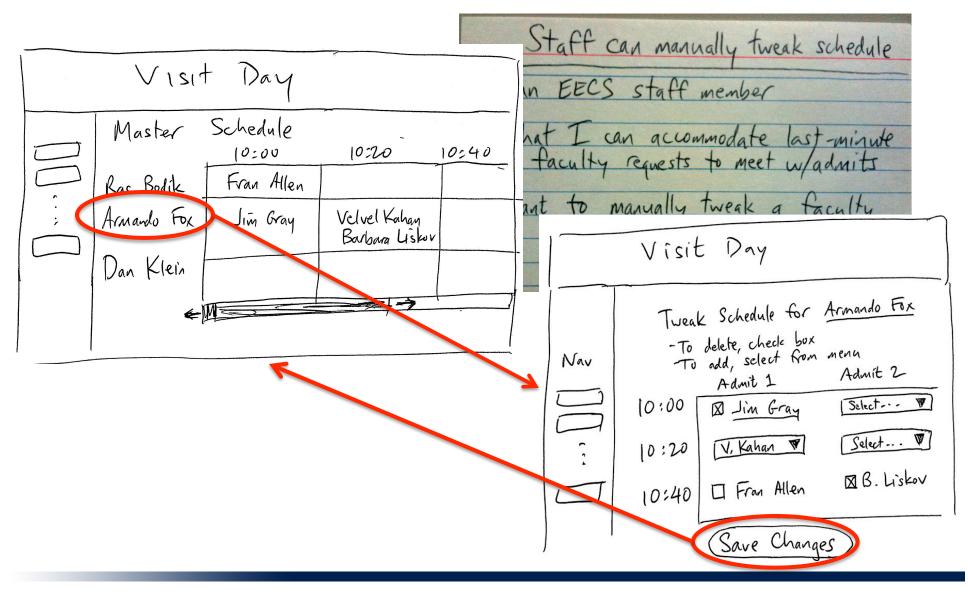
- Software arch., design pat-terns,
   Ruby & Rails
   coding practices
- Test-first development, unit testing
   RSpec
- Behavior-driven design, integration testing
- Agile, iteration-based project management
- Version management & collaboration skills
- SaaS technologies, deployment & operations

- Cucumber
- Pivotal Tracker
- Git & Github
- Cloud computing: EC2, Heroku

10



#### Example: Behavior-driven Design from Lo-fi Mockup





#### Reaching agreement with customer via User Stories

Feature: staff can add admit to meeting with open slot As an EECS staff member So that I can accommodate last-minute requests I want to manually tweak a faculty member's schedule

Scenario: add an admit to a meeting with an open slot Given 'Velvel Kahan' is available at 10:20 When I select 'Velvel Kahan' from the menu for the 10:20 meeting with "Armando Fox" And I press "Save Changes" Then I should be on the master meetings page And I should see 'Velvel Kahan added to 10:20AM meeting." And 'Armando Fox' should have a meeting with 'Velvel Kahan' at 10:20

Scenario: remove admit from meeting

....etc.

### From user stories Cucumber to acceptance tests

- Runs "natural language" user stories as integration tests
- Each scenario describes one user story
  - Given steps: setup preconditions
  - When steps: take actions, using built-in browser simulator or Selenium
  - Then steps: assertions to check post-conditions
- Step definitions match story steps to code
- Quantify correctness and coverage



#### Measuring & Estimating Progress

- Assign 1-3 points to each story in advance
  - l= straightforward stories (1-2 hours)
  - 2 = medium stories ( $^1/2 day$ )
  - 3 = complex (~1-1.5 days)
  - >3 = you don't really know, so subdivide it
- Teams assign value: vote & discuss discrepancies
- Velocity = average number of points/iteration
  - How many stories will team finish during this iteration?
  - How long will it take to complete a set of features?
  - Students graded on improving ability to estimate



#### PivotalTracker.com

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# Methodologies -> Tools

- Students can more easily follow our advice (methodologies)
- Instructors can more easily grade
- Per-iteration progress can be quantified
- Students get feedback on how realistic their estimates are
- All these tools are free, some are hosted



# **Results/Observations**

- Course popularity: 35 50 75 110 165 225 (F'13 est.)
- Customer feedback (F'12)
  - 92% customers "happy" or "thrilled"
  - 48% customers tried to hire students to continue work
  - 67% students intend to maintain app regardless
- Students appear to engage in process!
  - Stories became more uniform in complexity & size in later iterations
  - Projects varied in code *quantity* but rarely *quality*
- 60% students believe we should do everything possible to enroll more students to course



#### Success stories with Bay Area nonprofits FOUND 2.0

HOME

LOST ITEMS FOUND ITEMS Logged in as Armando Fox Log Out

Compensation Don't care

Form of

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Compensa

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# Positions

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1 2 3 4 5 6 7 8 9 ... 66 67 Next »

Who should be president - John McCain or Barack Obama? Answer: McCain 54% Visits: 1561 Posts: 112

Should your taxes go to bail out the millionire or billionire, that got their selfish selves in this big mess? Answer: No 100% Visits: 5 Posts:

Does Barack Obama have enough experience? Answer: Ves 53% Visits: 2539 Posts: 112

Why do democrats and republicans always have to bash each other? Should they have at least one debate about what needs to be done for America, and how or what they intend to do? Answer: Yes 100% Visits: 13 Posts: 1

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Software for auditing elections (David Wagner) [watch] [apply for this job]

computing signal processing Proficient in c or c++ Matlab (helpful)

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### What's a MOOC?

- Video lectures
- Self-check questions
- Online quizzes and homework assignments that are machine graded
- Discussion forums monitored by TAs
- Synchronous deadlines
- Berkeley has decided to make MOOCs tuition-free and non-credit





# Adapting for a MOOC

- Nontrivial autograders for programming assignments (open source)
- Adapting lectures to 7-10 min segment + peer learning/self assessment question
  - 7-10 min segment + peer learning question
  - 8-10 hrs/week ugrad to convert & format videos
- No design project in MOOC!
- Same HWs, quizzes, deadlines
- Offered 3 times on Coursera, 3 times on EdX, plus new "part II" now on EdX



# Autograding Strategies

Assignment type	Grading strategy	
Write code	<ul> <li>• RSpec (correctness)</li> <li>• [soon] reek/flay (code style)</li> <li>• [soon] CodeClimate.org (metrics)</li> </ul>	Sub- mission rubric
Write test cases (unit, functional, or user stories)	•Mutation testing (Amman & Offutt): app with inserted bugs should cause some tests to fail	Grading strategy
Enhance legacy SaaS app (deploy on Heroku)	<ul> <li>Remote (cloud-based) integration test using Mechanize</li> <li>C0, happy path, sad paths coverage</li> </ul>	feed- back 100
Interactive short- answer/multiple- choice	<ul> <li>• Our tools emit both printed &amp; online-format (XML) quizzes</li> <li>• [soon] open-ended short-essay</li> </ul>	back 100 22

# What role can MOOCs play in software education?

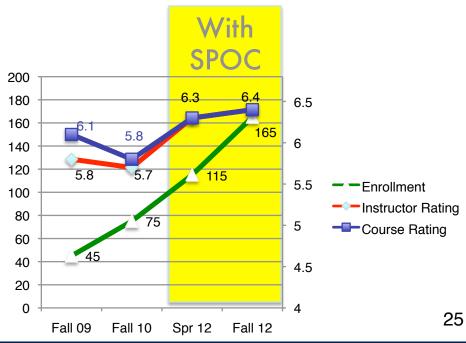
#### Myth : Universities will use MOOCs to save money by firing faculty & TAs, sacrificing education quality.

Reality: MOOCs can instead save money by improving throughput and *increasing* education quality.



#### Classroom + MOOC = SPOC (Small Private Online Course)

- Accommodate increased demand (now admit juniors, vs. turning away graduating seniors)
- Autograders improve TA leverage, fulfill student request for more practice→stronger design projects
- Course ratings up despite larger size
- ~800 instructors
   passed MOOC; 8 now
   using our SPOC & book
- F'13: >200 students



#### Myth: MOOCs distract faculty from focusing on improving their on-campus teaching.

Reality: MOOCs can help to improve on-campus courses.



# Scale can accelerate education innovation

1.0 Item response theory Better Q.16 discrimination Q.10 Predicts probability of student More 0.6 ability Probability that a student of a difficult 0.4 given ability will 0.2 answer a given Q.14 4 questions from CS169 Quiz 1 on Coursera, 7/2012 0.0 question correctly Large # of students reduces Do standard error of question difficulty • Cat & discrimination model by 3x-10x.

\* Frederic M. Lord, Statistical Theories of Mental Test Scores (1968) and Applications of Item Response Theory to Practical Testing Problems (1980)



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#### ACM/IEEE 2013 SW Engineering Curriculum

"In general, students learn best at the application level much of the material... by participating in a project. Such projects should require students to work on a team to develop a software system through as much of its lifecycle as is possible. Much of software engineering is devoted to effective communication among team members and stakeholders....

While organizing and running effective projects within the academic framework can be challenging, the best way to learn to apply software engineering theory and knowledge is in the practical environment of a project."

from Iron Man draft 1.0, cs2013.org <sub>29</sub>



### Checklist: "Yes"→plan & document, "No"→agile\*

1	Is a specification required?
2	Are customers unavailable?
3	Is the system to be built large?
4	Is the system to be built complex (e.g., real time)?
5	Will it have a long product lifetime?
6	Are you using poor software tools?
7	Is the project team geographically distributed?
8	Is team part of a documentation-oriented culture?
9	Does the team have poor programming skills?
10	Is the system to be built subject to regulation?

 For class project, Agile seems appropriate unless building safety-critical system or using bad tools

\* R. Pressman, Software Engineering: A Practitioner's Approach, 7<sup>th</sup> ed., McGraw-Hill, 2010 **30** 



#### Is new curriculum standard "Agile-friendly"?

- "agile" appears only twice in 50K+ words document
- Only 2 topics use Agile terminology
- Zero learning outcomes described in Agile terms

If not, what should instructors do?

- Follow outcomes, ignore advice to do projects?
- Follow outcomes, ignore advice to do Agile project?
- Ignore outcomes, follow advice to do Agile project?



#### ACM/IEEE "Iron Man" draft 1.0 of SDF & SE curriculum guidelines

- Types of learning outcomes (116 outcomes total)
  - Core-Tier 1: must cover 100% (13)
  - Core-Tier 2: must cover 80% (50)
  - Electives (53)
- Depth of coverage for each outcome
  - Familiarity: "what do you know about this?" (53)
  - Usage: "what do you know how to do?" (58)
  - Competence: "why would you do that?" (5)



#### Example outcomes

- Identify common coding errors that lead to insecure programs (e.g., buffer overflows, memory leaks, malicious code) and apply strategies for avoiding such errors. [Usage] [Core-Tier 1]
- Describe different categories of risk in software systems. [Familiarity] [Core Tier 2]
- Use a common, non-formal method to model and specify (in the form of a requirements specification document) the requirements for a medium-size software system [Usage] [Elective]



# Is CS 2013 "Agile-friendly"?

- Some topics can be "mapped" to Agile equivalents
  - User stories  $\rightarrow$  requirements elicitation
  - Stories + mockups + customer meeting notes/interviews
     requirements documentation
  - Cucumber scenarios  $\rightarrow$  integration/system testing
- Some Plan & Document processes can be covered in project management
  - Planning & estimation; code reviews
- Beta edition of textbook revised to expand "Plan & Document perspective" while focusing on Agile



#### Our results: 100% CT1, 94% CT2

	Core-Tier1		Core-Tier2		Electives		Tota
	%			%	%		
Section Title	Number	Covered	Numt	per Covered	Numb	er Covered	
1 Software Processes	5	100%	2	100%	7	43%	14
Software Project						94%	
2 Management	0		9	100%	16		25
3Tools and Environments	0		4	100%	0		4
4 Requirements Engineering	3	100%	3	100%	5	80%	11
5Software Design	5	100%	9	78%	6	67%	20
6 Software Construction	0		7	86%	3	67%	10
Software Verification						43%	
7 Validation	0		7	86%	7		14
8 Software Evolution	0		6	100%	0		6
9Formal Methods	0		0		5	60%	5
10 Software Reliability	0		3	67%	4	25%	7
TOTAL	13		50		53		116

Armando



\$10 discount

- Details in downloadable Instructors Manual at beta.saasbook.info
- Exemplar online & handout at ICSE 2013 (Strawberry Canyon LLC)





#### Summary

- Agile-focused courses *can* fulfill CS 2013 curriculum guidelines for SE
  - More Agile presence in curriculum would be nice
- MOOCs & SPOCs augment book, increase instructor leverage, reuse good materials
- Looking for additional beta testing
  - SPOC for use in your classroom
  - Inexpensive book/ebook that matches SPOC & fulfills CS 2013 if used according to our schema





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