



Distributed Software Development ***Introduction***

Chris Brooks

Department of Computer Science
University of San Francisco

1-0: Class structure

- ⑥ 1st half: fundamentals and principles:
 - ▲ Mondays: lab on a current piece of technology.
 - ▲ Wednesdays: lecture on fundamental problems and principles of distributed systems.

- ⑥ Work:
 - ▲ Weekly labs to turn in.
 - ▲ Midterm

1-1: Class structure

- ⑥ 2nd half: Case studies, examples, and applications
 - ▲ More lecture, guest speakers, discussion
- ⑥ Work:
 - ▲ Two projects
 - P2P client
 - Project of your choosing.
 - ▲ Final