

# EECS 22L: Software Engineering Project in C Language

## Lecture 5

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## Lecture 5: Overview

- Course Administration
  - Completing Project 1
  - Chess tournament
  - Midterm exam
  - Midterm course evaluation
  - Preparing Project 2
- Project 1 Presentations
  - Teams 1- 5

## Course Administration

- Completing Project 1
  1. **Project Presentations:**

Lecture slots Tuesday 1/28 and Thursday 1/30

    - 10 minutes, plus 5 minutes Q&A, discussion
    - PowerPoint, PDF, and/or online demo of alpha version
    - By one or a few selected team members
    - Title page (Team name, product, authors, ...)
    - Overview and features of your software product
    - Main challenges encountered
    - Main lessons learned
  2. **Software Release:**

Final delivery due Monday, Feb. 3, 12pm (noon)

    - Binary program and documentation (`Chess_v1.0.tar.gz`)
    - Source code and documentation (`Chess_v1.0_src.tar.gz`)
    - Refer to posted instructions for details on these packages!

## Course Administration

- Completing Project 1 (cont'd)
  3. **Chess Tournament:**

Tuesday, Feb. 4, 11am - 4:50pm (lecture, disc., lab, EH 1141)

    - Every team plays their computer twice against the other teams'
      - 10 rounds, white vs. black and black vs. white
      - In every round, 9 games are played in parallel
      - Each team sends at least 2 program operators and 1 observer
    - 15 minute total “thinking” time per player
      - Each game lasts max. 30 minutes
    - Games end with “white wins”, “black wins”, or “tie”
    - Bonus points (credited to HW4) awarded for every game
      - Check-mate: winner earns 5 points (0 for the opponent)
      - Tie (or timeout): both teams earn 2 points
      - Aborted game (illegal move, crash): 0 for team at fault, 2 for opponent
    - Tournament hosted by TAs
      - Details on course web page and the “big screen”

## Course Administration

- Completing Project 1 (cont'd)
  - 3. Chess Tournament:**  
Tuesday, Feb. 4, 11am - 4:50pm (lecture, disc., lab, EH 1141)
    - Planned Schedule:

Time	Chess Tournament									
	1	2	3	4	5	6	7	8	9	10
11:00 AM	3	10	4	5	6	8	Exam	9	2	1
11:30 AM	4	Exam	5	6	8	9	1	7	10	3
12:00 PM	5	4	6	8	9	7	3	2	1	Exam
1:00 PM	Exam	5	8	9	7	2	4	10	3	6
1:30 PM	9	6	Exam	7	2	10	5	1	4	8
2:00 PM	7	8	2	Exam	10	1	6	3	5	9
2:30 PM	2	9	10	1	Exam	3	8	4	6	7
3:00 PM	10	7	1	3	4	Exam	9	5	8	2
3:30 PM	6	1	9	2	3	5	10	Exam	7	4
4:00 PM	8	3	7	10	1	4	2	6	Exam	5

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## Course Administration

- Completing Project 1 (cont'd)
  - 4. Midterm Exam:**  
Tuesday, Feb. 4, 11am - 4:50pm (lecture, disc., lab, EH 1151)
    - 3 minute individual *oral exam* by instructor
      - Exams per team with members in alphabetical order
      - Scheduled during the team's "breaks" in the chess tournament
    - Present your contribution to your team's project and explain your source code (at the computer terminal)
      - Be on time and have your editor open with your code!
    - Oral Exam Questions:
      - Q1: How does your code fit into your team's software program?
        - What do you provide? What do you depend on?
      - Q2: Which part of your work was the most interesting?
        - Why? Show your solution!
      - Q3: Few ad-hoc questions on your code...

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## Course Administration

- Completing Project 1 (cont'd)
  - 5. Peer Evaluation:**
    - Wednesday, Jan. 29, noon – Wednesday, Feb. 5, noon
    - Online EEE survey
      - Mandatory, individual, confidential!
        - Results will be seen only by the instructor and TAs!
      - Questions:
        - Q1: For all students in your team (including yourself), please estimate the *effort to project 1* by each team member
          - Effort includes attendance, participation, communication, coding, and documentation.
          - Scale of 1 (“poor”) through 5 (“excellent”)
        - Q2: Any additional comments on your team's effectiveness?
          - Optional
          - Team size too large or too small?

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## Course Administration

- Completing Project 1 (cont'd)
  - 6. Midterm Course Evaluation:**
    - Wednesday, Jan. 29, noon – Wednesday, Feb. 5, noon
    - Online via EEE Evaluation application
    - Voluntary, anonymous, confidential
    - Help to improve this class!
  - 7. Preparation for Project 2:**
    - Wednesday, Jan. 29, noon – Wednesday, Feb. 5, noon
    - Online EEE survey on Team Preferences
  - 8. Start of Project 2:**
    - Thursday, Feb. 6, 11am: Lecture 7
    - New teams!
    - New topic!

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## Project 1 Presentations

- Team Presentations
  - Organization and setup
    - 10 minutes, plus 5 minutes Q&A, discussion
    - PowerPoint, PDF, and/or online demo of alpha version
    - By one or a few selected team members
  - Contents
    - Title page (Team name, product, authors, ...)
    - Overview and features of your software product
    - Main challenges encountered
    - Main lessons learned
  - Schedule
    - Teams 1 – 5 on Tuesday
    - Teams 6 – 10 on Thursday

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## Project 1 Presentations

- Team Presentations
  - Team 1: *Chess XIV*
  - Team 2: *Milk & Dim Sum*
  - Team 3: *That one Team!*
  - Team 4: ?
  - Team 5: ?

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