

EECS 22L: Software Engineering Project in C Language

Lecture 5

Rainer Dömer

doemer@uci.edu

The Henry Samueli School of Engineering
Electrical Engineering and Computer Science
University of California, Irvine

Lecture 5: Overview

- **Course Administration**
 - Completing Project 1
 - Software release
 - Chess tournament
 - Midterm exam
 - Evaluations
 - Preparing Project 2
 - Team preferences survey
- **Project 1 Presentations**
 - Five teams

Course Administration

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

Lecture slots Tuesday 1/27 and Thursday 1/29

 - 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. 2, 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. 3, 11am - 4:50pm (lecture, dis., lab, EH 1150)

 - 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
 - Maximum “thinking” time per player: 15 minutes total
 - 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. 3, 11am - 4:50pm (lecture, dis., lab, EH 1150)
➤ Planned Teams' Schedule:

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

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Course Administration

- Completing Project 1 (cont'd)
 - 4. Midterm Exam:**
Tuesday, Feb. 3, 11am - 4:50pm (lecture, dis., 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 challenging?*
 - 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, Feb. 4, 8am – Thursday, 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

Course Administration

- Completing Project 1 (cont'd)
 - 6. Midterm Course Evaluation:**
 Wednesday, Feb. 4, 8am – Thursday, Feb. 5, noon
 - Online via EEE Evaluation application
 - Voluntary, anonymous, confidential
 - Help to improve this class!
 - 7. Preparation for Project 2:**
 Wednesday, Feb. 4, 8am – Friday, Feb. 6, 11pm
 - Online EEE survey on Team Preferences
 - 8. Start of Project 2:**
 Tuesday, Feb. 10, 11am: Lecture 7
 - New topic!
 - New teams!

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
 - 5 teams on Tuesday, 5 teams on Thursday
 - Random order (determined ad-hoc!)

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Project 1 Presentations

- Team Presentations
 - Team 1: *EON*
 - Team 2: *Rook Takes Knight*
 - Team 3: *DP Studios*
 - Team 4: *R TO D2*
 - Team 5: *Schadenfreude*
 - Team 6: *BananaTech*
 - Team 7: *007*
 - Team 8: *CHECK M8*
 - Team 9: *Team9*
 - Team 10: *LuPwn*

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