EECS 22L: Software Engineering Project in C Language

Lecture 6

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Lecture 6: 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!

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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"

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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

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…*

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
       - Feedback from students to instructors
           - Voluntary, anonymous, confidential
       - Help to improve this class!
           - Student feedback is very valuable

Course Administration

- Preparing for Project 2
    7. **Team Preferences Survey**:
       Wednesday, Feb. 4, 8am – Friday, Feb. 6, 11pm
       - Online EEE survey
           - Who would you like to work with for Project 2?
           - Who would you like not to work with for Project 2?

    8. **Clean up team accounts:**
       Deadline Monday, Feb. 9, noon
       - All data in team accounts on server will be deleted!
           - Copy all valuable data from Project 1 to your individual accounts

    9. **Start of Project 2**:
       Tuesday, Feb. 10, 11am: Lecture 7
       - New topic!
       - New teams!

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

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Project 1 Presentations

- Team Presentations
  - Team 8:   *CHECK M8*
  - Team 5:   *Schadenfreude*
  - Team 4:   *R TO D2*
  - Team 9:   *Team9*

  - Team 1:   *EON*
  - Team 2:   *Rook Takes Knight*
  - Team 3:   *DP Studios*
  - Team 6:   *BananaTech*
  - Team 7:   *007*
  - Team 10:   *LuPwn*

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