

# 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
    - Cleaning up team accounts
    - Team preferences survey
- Project 1 Presentations
  - Eight teams

## Course Administration

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

Lecture slots Tuesday 1/31 and Thursday 2/2

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

Final delivery due Monday, Feb. 6, 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. 7, 5pm - 9pm (DBH 1200)

    - Each team supplies 1 player and 1 observer per game
      1. Group round (4 groups, where 4 teams play each other)
      2. Elimination round (winning teams advance)
    - Maximum “thinking” time per player: 10 minutes total
      - Each game lasts max. 20 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: both teams earn 2 points
      - Aborted game (illegal move, crash): 0 for team at fault, 2 for opponent
    - Tournament hosted by TAs
      - See details on course web page and the “big screen”

## Course Administration

- Completing Project 1 (cont'd)
  - 4. Midterm Exam:**
    - Tuesday, Feb. 7, 9:30-5pm (MDE and other rooms)
      - 3 minute individual *oral exam* by instructor
        - Exams per team with members in alphabetical order
        - **Scheduled before 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. 8, 8am – Thursday, Feb. 9, 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

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## Course Administration

- Completing Project 1 (cont'd)
  - 6. Midterm Course Evaluation:**  
Wednesday, Feb. 8, 8am – Thursday, Feb. 9, noon
    - Online via EEE Evaluation application
    - Feedback from students to instructors
      - Voluntary, anonymous, confidential
      - Help to improve this class!
      - Student feedback is very valuable
  - 7. Clean up team accounts:**  
Deadline Sunday, Feb. 12, 11pm
    - Copy all valuable data from Project 1 to your individual accounts
      - All data in team accounts will be deleted
      - All team passwords will be reset

## Course Administration

- Preparing for Project 2
  - 7. Team Preferences Survey:**  
Wednesday, Feb. 8, 8am – Friday, Feb. 10, noon
    - Online EEE survey
      - Who would you prefer to work with for Project 2?
      - Who would you prefer *not* to work with for Project 2?
  - 8. Start of Project 2:**  
Tuesday, Feb. 14, 9:30am: Lecture 7
    - New topic!
    - New teams!

## Project 1 Presentations

- Team Presentations
  - Contents
    - Title page (Team name, product, authors, ...)
    - Status of your software product, screenshot or demo
    - Main challenges encountered, lessons learned
  - Organization and setup
    - PowerPoint or PDF, and/or online demo of alpha version
    - By one or two selected team members
    - 8 minutes, plus 2 minutes Q&A, discussion
  - Schedule
    - 8 teams on Tuesday, 8 teams on Thursday
    - Volunteers first, then random order (determined ad-hoc)

## Project 1 Presentations

- Team Presentations
 

<input checked="" type="checkbox"/> Team 1: <i>AlphaGun</i>	<input type="checkbox"/> Team 9: <i>CoastGuard247</i>
<input type="checkbox"/> Team 2: <i>D'licious Pomstars</i>	<input checked="" type="checkbox"/> Team 10: <i>ChessBook</i>
<input type="checkbox"/> Team 3: <i>DeepBlue</i>	<input checked="" type="checkbox"/> Team 11: <i>Team FBGM</i>
<input type="checkbox"/> Team 4: <i>The Castling Coders</i>	<input type="checkbox"/> Team 12: <i>Computermaniacs</i>
<input type="checkbox"/> Team 5: <i>ChessNut</i>	<input checked="" type="checkbox"/> Team 13: <i>STACK Labs</i>
<input checked="" type="checkbox"/> Team 6: <i>Chessx Mix</i>	<input type="checkbox"/> Team 14: <i>Cheddar Chess, Inc.</i>
<input type="checkbox"/> Team 7: <i>Team Doomerangs</i>	<input type="checkbox"/> Team 15: <i>Onyx Design Group</i>
<input checked="" type="checkbox"/> Team 8: <i>Chess Cobra Co.</i>	<input type="checkbox"/> Team 16: <i>Chess Nuttz</i>