EECS 22L: Software Engineering Project in C Language
Lecture 13

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Lecture 13: Overview

- **Friendly reminder**
  - Project 2 software releases
  - Team presentations and demos
  - Final exam

- **Project 2 Presentations and Demos**
  - 8 teams

Course Administration

- Completing Project 2
  1. **Software Releases**:
     - Alpha version, 33% complete, due Monday, March 5, at noon
     - Beta version, 66% complete, due Monday, March 12, at noon
     - Final release, 100% complete, due Monday, March 19, at noon
     - Refer to TAs and posted instructions for details on expectations
  2. **Team Presentations and Demos**:
     - Week 10 during lecture times
       - 16 teams in Tue/Thu lectures, 10 teams in Mo/We/Fr lectures
       - Volunteers first, then random order (determined ad-hoc)
     - Software presentation and demo (max. 10 minutes)
       - By a few selected team members
     - Main features of your Chat application
     - Demonstration of a chat session (at podium and in audience)
     - Q + A

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Course Administration

- Completing Project 2 (cont'd)
  3. **Individual Contribution to Project 2:**
     - In lieu of Final Oral Exam
     - Week 10 during discussion and lab sessions
       - Administered by TAs

     Q1: Show your local CVS checkout!
       - Demonstrate `cvs update`, `cvs status`, or `cvs diff`

     Q2: Show and explain your unit test!
       - Demonstrate `make test` for your module or component

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Course Administration

- Completing Project 2 (cont'd)
    4. **Final Course Evaluation**:
       Thursday, Feb. 22, 11:45pm – Sunday, Mar. 18, 11:45pm
       - 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

- Completing Project 2 (cont'd)
    5. **Peer Evaluation**:
       Monday, March 12, 8am – Monday, March 19, 2pm
       - Online EEE survey
       ➢ *Mandatory*, individual, confidential!
           ➢ Results will be seen only by the instructor and TAs!
       ➢ Questions:
       Q1: *How does your code fit into your team's software program?*
           – What do you provide? What do you depend on?
       Q2: *For all students in your team (including yourself), please estimate the effort to project 2 by each team member*
           – Effort includes attendance, participation, communication, coding, and documentation.
           – Scale of 1 ("poor") through 5 ("excellent")
       Q3: *Any additional comments on your team's effectiveness?*
           – Optional

Course Administration

- Completing Project 2 (cont'd)
    6. **Chat Program Field Test**:
        - Live chat with remote instructor during final exam slots
            – QV: Monday, March 19, 4:00-6:00pm
            – RD: Thursday, March 22, 8:00-10:00am (16:00h GMT+1)
        - Pre-allocated 10 minute slot per team
        - Prepare a 1 page Quick-Setup Guide for your app
            – Instructor will follow the guide and chat with the team
    ➢ Bonus points for TW9!

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Course Administration

- Week 10: Team Presentations
    – Lecture assignment by majority of enrollment

Team	Team name	Presentation
1	Emily's Dogs in the Park	Tue/Thu
2	Mashley Adison	Mo/We/Fr
3	Chat Squad	Tue/Thu
4	Message4U	Tue/Thu
5	Gucci Gang	Mo/We/Fr
6	Crystal Kingsmen	Tue/Thu
7	Roll Two Die	Tue/Thu
8	Talk or Not	Mo/We/Fr
9	Bongcloud Inc.	Mo/We/Fr
10	TBD	Tue/Thu
11	BitBots	Tue/Thu
12	Send Noods	Tue/Thu
13	PreWorkout	Mo/We/Fr
14	WeTalk!	Mo/We/Fr
15	JabberZot	Tue/Thu
16	ZOT CHAT	Tue/Thu
17	ZOTCOMM	Tue/Thu
18	Thot Patrol	Tue/Thu
19	6 Piece Fire Turtles	Tue/Thu
20	NachoEaters	Mo/We/Fr
21	Noir de Jack (BLACKJACK)	Tue/Thu
22	Talk	Tue/Thu
23	xX_ZotZing23_Xx	Mo/We/Fr
24	CatChat Co.	Mo/We/Fr
25	Toph Chat	Tue/Thu
26	SpamText	Mo/We/Fr

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