

# EECS 22L: Software Engineering Project in C Language

## Lecture 5

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## Lecture 5: Overview

- Course Administration
  - Completing Project 1
    - Software release
    - Midterm exam
    - Evaluations
    - Chess tournament
  - Preparing Project 2
    - Cleaning up team accounts
    - Team preferences survey
- Project 1 Presentations
  - Seven teams

## Course Administration

- Completing Project 1
  1. **Project Presentations:**  
Lecture slots in week 4
    - 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. 5, 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. **Midterm Exam:**  
Monday-Wednesday (Feb. 5-7), team-based schedule
    - 3 minute individual *oral exam* by instructors
      - Exams per team with members in alphabetical order
      - Scheduled to satisfy team and room availability
    - 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)
  - 4. Peer Evaluation:**
    - Monday, Feb. 5, 8am – Wednesday, Feb. 7, 6pm
    - 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), 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)
  - 5. Chess Tournament: (tentative rules)**
    - Thursday, Feb. 8, during lecture, discussion, lab sessions
    - Tournament is hosted by TAs
      - See details posted on course web page and the “big screen”
    - Each team supplies 1 player and 1 observer per game
      1. Group round (groups, where all 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 awarded for every game (credited to TW4 score)
      - 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, 1 for opponent

## Course Administration

- Completing Project 1 (cont'd)
  - 6. Midterm Course Evaluation:**  
Monday, Feb. 5, 8am – Friday, Feb. 9, 6pm
    - Online via EEE Evaluation application
    - Voluntary, anonymous, confidential
    - Help to improve this class!
  - 7. Clean up team accounts:**  
Deadline Sunday, Feb. 11, 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

- Preparation for Project 2
  - 8. Online EEE survey on Team Preferences:**  
Monday, Feb. 5, 8am – Friday, Feb. 9, 6pm
    - I prefer to work with...
    - I prefer *not* to work with...
    - I prefer team meetings on...
  - 9. Start of Project 2**  
Monday, Feb. 12: MWF Lecture 7  
Tuesday, Feb. 13: TT 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
    - 15 teams in Tuesday/Thursday lectures
    - 11 teams in Monday/Wednesday/Friday lectures
    - Volunteers first, then random order (determined ad-hoc)

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## Course Administration

- Project 1:  
Team  
Presentations
  - Lecture  
assignment  
by majority  
of enrollment

Team	Team name	Presentation
1	AlphaChess BetaGo Entertainment	Mo/We/Fr
2	Kingsmen	Mo/We/Fr
3	Vermilingua Chess	Mo/We/Fr
4	ZOTCOMM	Tue/Thu
5	Checkers	Tue/Thu
6	6 Piece Fire Turtles	Tue/Thu
7	Emily and Friends	Tue/Thu
8	Over Compens8	Tue/Thu
9	Pawn Shop	Tue/Thu
10	Show Me Your Chess	Mo/We/Fr
11	He11o Chess Inc.	Tue/Thu
12	FROPPY	Tue/Thu
13	Breakdown Tech	Mo/We/Fr
14	Team Bored Games	Mo/We/Fr
15	PAYSANS	Mo/We/Fr
16	IS_Valid_Move()	Tue/Thu
17	TeamXVII	Tue/Thu
18	Dogs in the Park	Tue/Thu
19	Crystal Software	Tue/Thu
20	Chess Nuts	Tue/Thu
21	Anteater Chess	Mo/We/Fr
22	Bongcloud Players	Mo/We/Fr
23	PAN SAMURAI	Tue/Thu
24	BitBots of UCI	Tue/Thu
25	The Rookies	Mo/We/Fr
26	The Knights	Mo/We/Fr

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## Project 1 Presentations

- Team Presentations (TT lectures)

Team 4: <i>ZOTCOMM</i>	Team 16: <i>IS_Valid_Move()</i>
Team 5: <i>Checkers</i>	Team 17: <i>TeamXVII</i>
Team 6: <i>6 Piece Fire Turtles</i>	Team 18: <i>Dogs in the Park</i>
Team 7: <i>Emily and Friends</i>	Team 19: <i>Crystal Software</i>
Team 8: <i>Over Compens8</i>	Team 20: <i>Chess Nuts</i>
Team 9: <i>Pawn Shop</i>	Team 23: <i>PAN SAMURAI</i>
Team 11: <i>He11o Chess Inc.</i>	Team 24: <i>BitBots of UCI</i>
Team 12: <i>FROPPY</i>	

➤ Volunteers first, otherwise random order