

EECS 22L: Software Engineering Project in C Language

Lecture 6

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Lecture 6: 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
 - Eight 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)

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

➤ Volunteers first, otherwise random order