

# Introduction

SFWR ENG 2B03

2003

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# Content of 2B03?

2A04: individual, small programs

2B03: larger, composite systems

- designing a system by subdividing into parts
- iteratively until subcomponents small enough to code directly
- integrate and apply what you learned earlier
- by doing it yourselves
- in teams of 5 or 6

# Leagues, teams

- 3 leagues
- 3-5 teams per league, max. 15 teams in total
- 5-6 students per team

# Leagues, teams and modules

- League designs a module to given specification
- suggestions from teams, agreed in league
- at least as many subsystems as teams in league (but not too many)
- Each team designs and implements own module to league specification

League module composed of routines from different teams – at least one part from each team

# Log

Each student must keep a log book recording

- consultations between students, TAs
- summary of information, concepts, ideas exchanged
- decisions made

all entries dated, in chronological sequence

Log book must be *bound*.

(No spiral or loose leaf binders)

# Teams

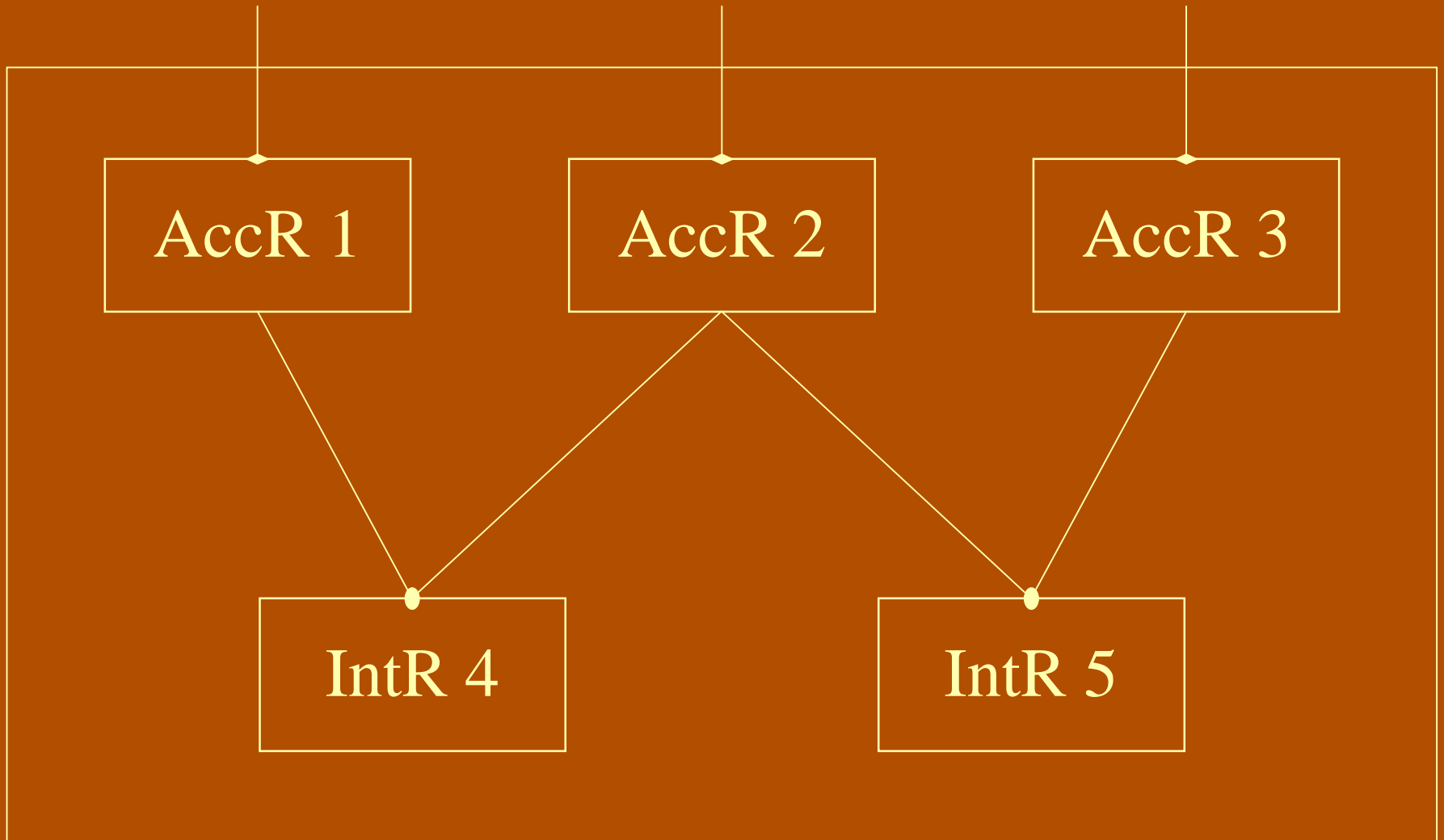
Each team must

- also keep a log book.
- submit a weekly progress report signed by every team member.

# Program to be developed

- Play card game “Sevens”
- one player module developed by each team
- tournament at end of 2B03
- each team’s module plays against other teams’ modules
- main control program developed by a TA

# A player module



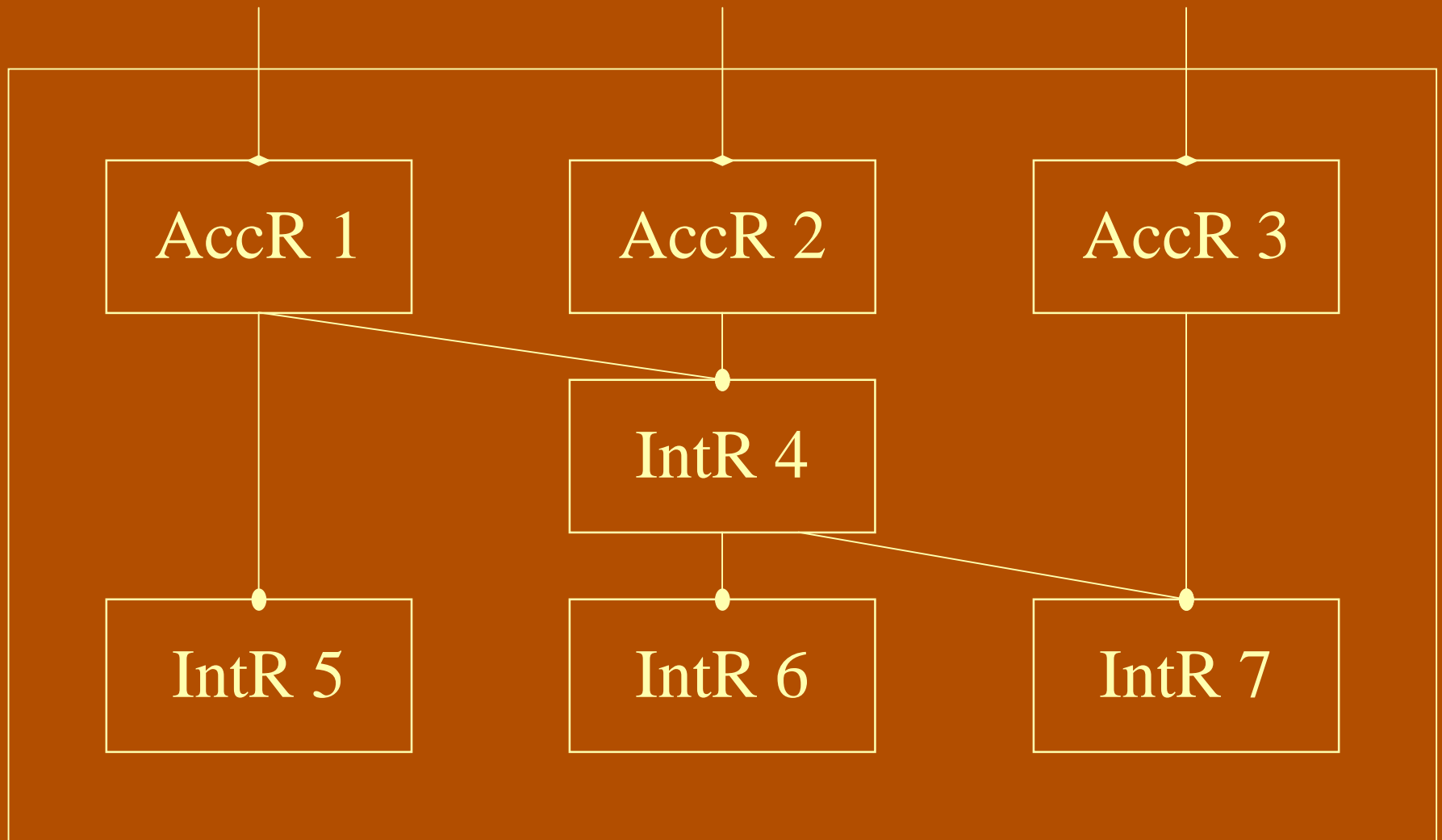


## A player module (2)

- Same structure for all teams in league
- Same interfaces for all teams in league
- Within each routine, team has complete freedom

League module composed of routines from different leagues; each team contributes at least one routine

# Another league's player module



# Administrative

- See Course Outline
- Read announcements file regularly
- game rules, player interface specifications, etc.
- all in our 2B03 web directory:  
<http://www.cas.mcmaster.ca/~babber/Courses/2B03>