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***.
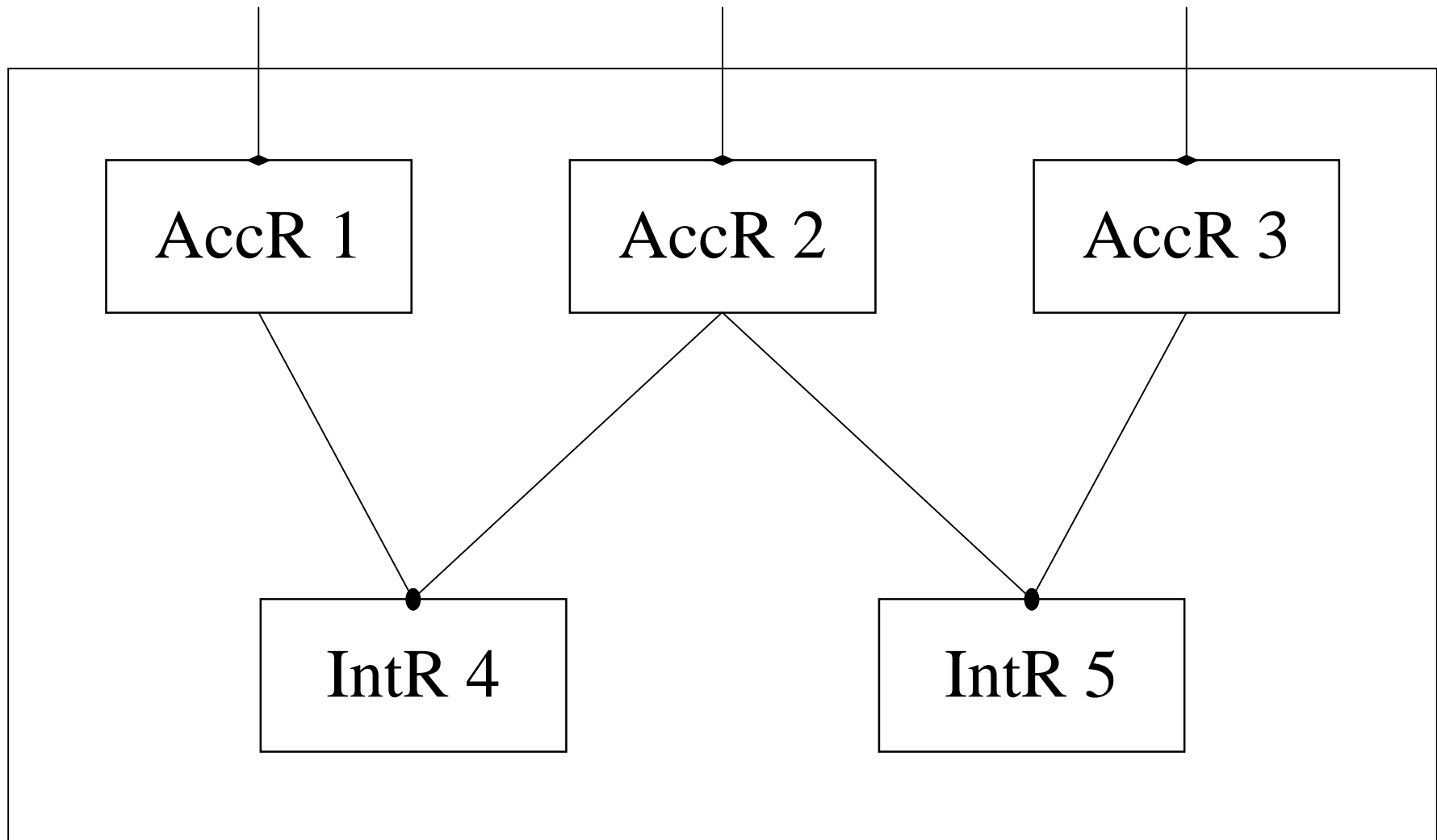
(No spiral or loose leaf binders)

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
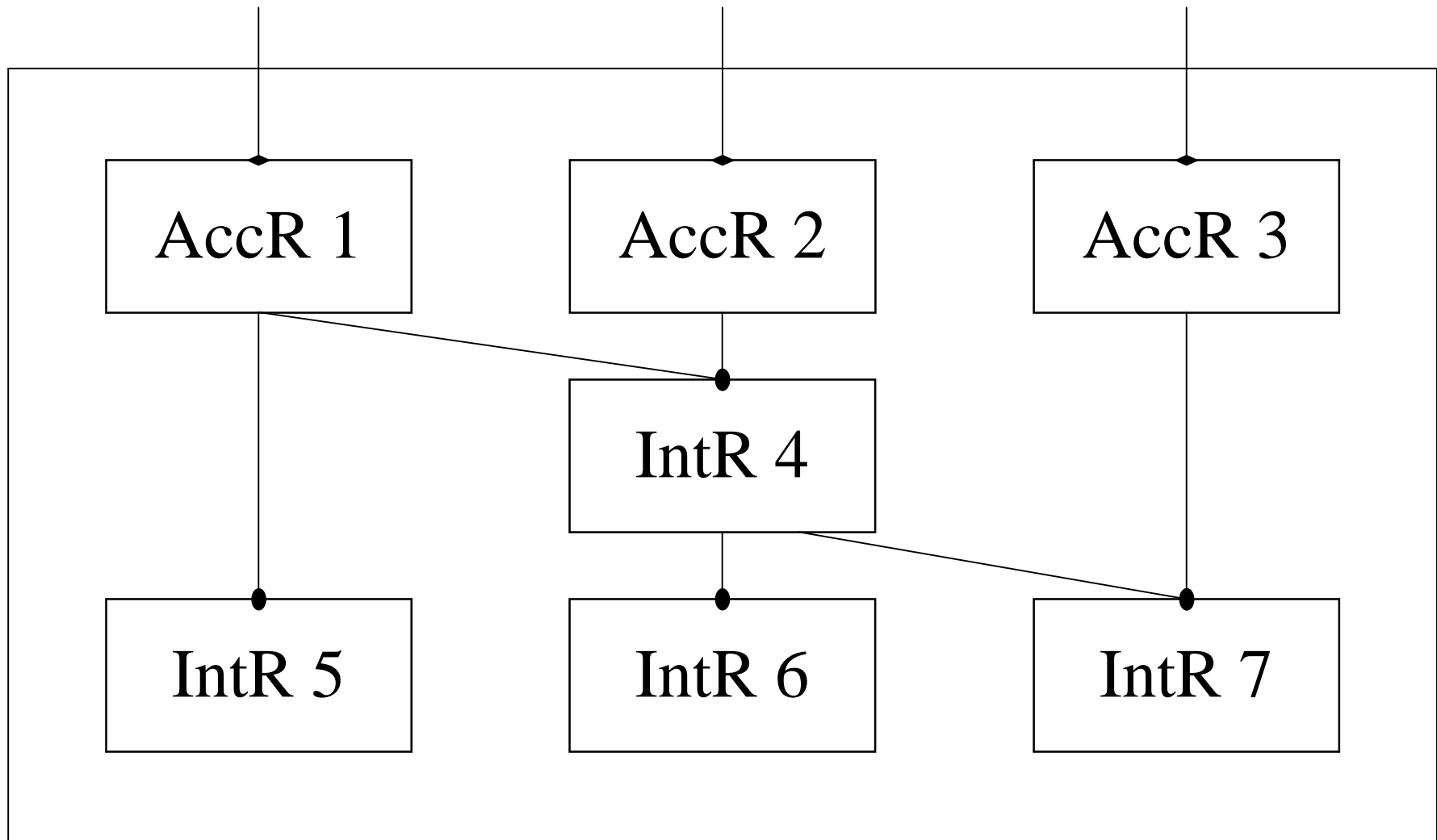
A player module

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

AccR 1	AccR 2	AccR 3

IntR 4

IntR 5	IntR 6	IntR 7

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/~baber/Courses/2B03