As you arrive:

1. Start up your computer and plug it in
2. ***Log into Angel*** and go to CSSE 120
3. Do the ***Attendance Widget*** – the PIN is on the board
4. Go to the course ***Schedule Page***
5. Open the ***Slides*** for today if you wish
6. Check out today's project:

Plus in-class time working on project work

Exam 2 preview

- Date and time of exam
- Exam location
- Format of exam (paper part + programming part)
- Possible topics on exam

Project work:

Work in your team to complete next milestone

Announcements

- We will begin the C module of the course on **Thursday**
  - http://www.rose-hulman.edu/class/csse/resources/MinGW/installation.htm
  - Follow instructions:
    - To verify that the MinGW install was successful.
    - If not, install it
    - Configuring Eclipse for C/C++ → See course resource page
- Quixo project presentation in class this **Thursday**
- Project team evaluation survey on Angel this **Thursday**

Exam 2 Facts

- Date: Monday, October 25, 2010
- Time: 7:00 – 9:00 pm
- Location: Same as last time (see schedule page)
- Chapters: Zelle chapters 1-9, 11:1-3, 11:6, with greater emphasis on chapters 6 - 11
- Organization: A paper part and a computer part, just as on the first exam. Same resources allowed.

Possible topics for exam 2

- topics from exam 1
  - see session 10 slides
- functions
  - defining
  - using
  - parameter-passing
  - return values
- loops
  - indefinite(while)
  - interactive
  - sentinel
  - File
  - nested
  - accumulators
- decision structures
  - if, elif, else
  - computing with Booleans
- random numbers
- top-down design
  - structure diagrams
- bottom-up implementation
- dictionaries
  - as collections
- lists of
  - lists
  - objects
  - dictionaries

Project wrap-up

- Project due at beginning of Thursday's session
- Demonstration/Presentation in class
  - Please fill out top part of blank evaluation form and bring to next session
  - Each team member must be prepared to talk about the team's code.
    - We will **randomly** choose one member to do this.
  - Eight minutes per team, including questions

Project presentation/demonstration

- Describe your program's special features (~2 minute)
- Demonstrate your program (~2 minute)
- Describe your code. (~2 minutes) For example:
  - What was your team's biggest challenge and how did you overcome it?
  - What design strategies did you use (e.g. top-down design, object oriented design, design using dictionaries/lists, etc), and how did you arrive at your decision?
  - What data structures did you use to keep track of the state of the game?
  - What did you learn while working on this project?
- Answer questions (~2 minute)