

Simulation Design

CSSE 221

Fundamentals of Software Development Honors

Rose-Hulman Institute of Technology

Announcements

- Picnic was a great success!

This week: Start Simulation

- Monday:
 - Planning for Simulation Project
- Tuesday:
 - Exam
- Thursday:
 - Fall break

Sort and Graphics/GUIs are Tuesday after break, due Monday!

Capsules round 3

How to do a capsule?

Round 3: +Lecture

- Now you get to teach the whole topic to the class.
- 45 minutes
 - Short lecture (whiteboard or slides OK)
 - Demo
 - Hands-on activity where classmates get a chance to apply knowledge
 - Quiz integrated with your slides and demo/activity
 - You may skip the summary if you use slides and your slides + demo contain equivalent detail

Capsule Deliverables

- 24 hours in advance:
 - Email me the quiz, key, and slides or summary
 - Commit your demo to `csse221-201110-public`
- You may come for advice on topic and presentation if you'd like – I'm happy to teach teachers!

Other ideas

- Still need roles (demo-driver, rover, questioner)
 - Add 1 or more people to present the slides
 - You'll need to multi-task
- You may move freely between modes (slides/live coding/activities)

How to give a great presentation!

- Prepare!
 - Research: Know your stuff
 - Summarize: what are the 2-3 most important things I want everyone to learn from this capsule?
 - Spend some time thinking about the flow
 - Rehearse the whole thing together
- Delivery
 - Face your classmates
 - Make eye contact
 - Enunciate clearly and slowly

Capsule Rubric

- New:
 - Context and motivation
 - Summary →
Explanation/correctness/organization
 - Presentation skills
 - Time (OK to go slightly under, but if you don't rehearse, this could really bite you!)

Get with your team, read the spec, and get to work!

Simulation Project

Sample Code Annotations

- Use this slide to steal annotations

```
#include <stdio.h>  
#include <stdlib.h>
```



```
int main(void) {  
    puts("!!!Hello World!!!");  
    return EXIT_SUCCESS;  
}
```

A simple function called main

Woo-hoo. Success!

Blank Callout