# Computer Labs: Project Report 2º MIEIC

Pedro F. Souto (pfs@fe.up.pt)

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## **Documents to Submit**

## Final Report we'll talk about it today

Same as the project's deadline

Self-Evaluation a Google form similar to the ones used for self-evaluation of the labs

24 hours after the project's deadline

Demo-Form Yet another form that you must fill before your project's demo

- You must bring to your project demo a printed copy of the filled form
  - This form will help us to better assess the ceiling of your project
  - ► This is one of the criteria we'll use to grade your demo (in other words: if you do not bring a printed copy of this form filled, then you'll be penalized)

Doxygen Documentation this must be submitted via SVN



# Project Report: Goals

Show you've met the goals of the course (taken from the LCOM's description in SIGARRA)

- use the hardware interface of the most common PC peripherals;
- develop low level software and embedded software;
- program in the C language (in a structured way);
- use various SW development tools.

## Help us grading fairly your project

- ► There is a lot "under the wood" that may go unnoticed unless you bring it to our attention
- ► It is very hard to grade the work of each group member Your help can prevent us from being unfair in our evaluation

The project report is worth much more than the nominal 20% We use it to estimate the complexity of your project and therefore the ceiling of your grade

# Project Report: General Structure

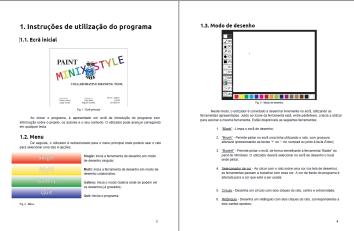
- 1. User instructions
- 2. Project status
- 3. Code organization/structure
- 4. Implementation details
- 5. Conclusions

Appendix: Installation instructions (optional)

## Setion 1: User's Instructions

## How to use your project

- use it also to provide an overview of your project's functionality
- use (and abuse of) images ("1 picture is worth 1000 words")



# Section 2: Project Status (1/3)

## What functionality did you really implement?

- May be easier to list which functionality mentioned in the previous section you did not implement;
  - If e.g. your GUI allows to choose some functionality that you did not implement
- Must include a table with the I/O devices you have used, what you have used them for, how did you use them (interrupt vs. polling). For example:

Device	What for	Int.
Timer	Controlling frame rate	Υ
KBD	Menu navigation	Υ
Mouse	Tool selection and drawing	Υ
Video card	Application menus and screens display	N

# Section 2: Project Status (2/3)

- Must include a subsection for each I/O device:
  - 1. describing the device's functionality actually used;
  - 2. referring to the code (function name) where you use it

Graphics card Should mention video mode (mention also resolution, color mode and number of colors) and whether you use:

- Double/triple buffering
- Moving objects (collision detection, animated sprites)
- Fonts
- ▶ VBE functions, e.g. to change the palette or for page flipping

## Keyboard Whether it is used for:

- Game/application control
- Text input

# Section 2: Project Status (3/3)

## Mouse Whether your program uses:

- Position
- Buttons

and for each of them what do you use it for

#### RTC Whether it is used for:

- Reading date/time
- Generating an alarm
- Periodic interrupts

#### **UART** Should describe:

- Features used, e.g. interrupts or FIFOs
- Communication parameters used
- Data exchanged and exchange frequency

# IMPORTANT **Unless you mention the features** you use in this section, you may not get credit for them

But remember, you must specify the names of the relevant functions



# Section 3: Code Organization/Structure (1/2)

## For your code

**Must** include one subsection per module (C or assembly source file), with:

- "A one paragraph description" of the code contained in the module
  - Include also the relative weight (in %) of module in project
- 2. Information on who (group member) did what (in the module)

May also include a description of the

main data structures per module;

## For code that you found on the net

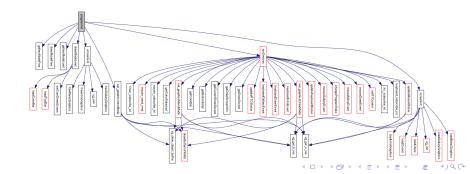
- Include one subsection per module/function, with:
  - "A one paragraph description" of the code contained in the module
  - 2. A description of the changes you had to make, if any
  - 3. The URL you got the code from



# Section 3: Code Organization/Structure (2/2)

## Function call graph

- ▶ It can be generated automatically by Doxygen
  - May want to limit the depth so that the graph generated can be included in a figure in the report.
    - In this case, include the full Doxygen documentation in the SVN repository
  - ► Include also a short description of the main functions
    - These must include functions that call driver\_receive()



# Section 4: Implementation Details

Implementation details this is where you can show your domain of the course's topics. In general, you should speak about topics:

- ➤ That were covered in the lectures, but that required some ingenuity in their application to your project (e.g. layering, event driven code, state machines, object orientation, frame generation, assembly code, ...)
  - Details regarding the use of the RTC and the UART are also important
- ► That were not covered in the lectures/labs and that you had to learn by yourself (and may be you wished we had talked about it) (e.g. collision detection, call of assembly functions from C, ...)

#### Section 5: Conclusions

#### Course evaluation

- Mostly the bad (with suggestions for improvement)
- But also the good, if you feel like (so that we do not change things that you liked)
- Grading of this section will depend only on whether you write something reasonable (even if we do not agree with it).

(The self-evaluation form includes also a required field to provide this information, so you may not include this information in the report.)

# Appendix (Optional)

Installation Instructions required only if we need to do something else other than invoke make in your project's top directory

If you use files, avoid using absolute paths in your code: specify the directory with those files via the command line arguments.



# **Project Report: Final Recommendations**

- Remember, the project report is worth 20% of your project's grade
  - And it also affects other aspects of your project's grade
  - In the self-evaluation form, there is a field to specify your contribution to the project report.
- Do not leave it for the last minute:
  - Start writing the report now
  - Write it incrementally
    - Most of the information we ask for is available rather early in the project
  - You can always review it, if later you change something already mentioned in the report
    - ▶ I.e. you can use an iterative approach
  - You can leave "refinements" to closer to the deadline
    - For example, do not worry much with the writing style in early versions
- If you want to provide us further information that does not fit in any of the sections enumerated, add new sections
  - ▶ But include all the sections mentioned (with the requested info)