Tips for doing good:

- Do the project well
- Do the take home well

Los parciales no son ambiguos.

1 Clase 2 - 15 Aug

1.1 Repaso clase 1.

Software is not only code: it's everything surrounding it. We will be thinking about big and pricy software.

Two types of mantaining: adaptativo y correctivo (importante).

Tipica pregunta de parcial: Cuales son los desafios de la IS: Escala, Calidad, Productividad, Consistencia, Cambios (explayando).

Escala: La escala es hacia arriba y hacia abajo;

Productividad: Como se mide, por que sirve.

Calidad: Funcionalidad, COnfiabilidad, USabilidad, Eficiencia, Mantenibilidad, Portabilidad.

Cambio:

Software engineering's domain

1.2 Cap. 3 de la bibliografia: Analisis y especificacion de requerimientos

Para cada fase, existe una entrada y una salida. Las necesidades son abstractas, ideas; la salida es un detalle preciso de lo que sera un sistema. Respecto a los requerimientos, son generalmente faciles de comprender y especificar si la escala es pequena, pero dificil si es grande.

2 Game

Two types of cards: movement cards and figure cards. Figure cards are public, movement cards are private. Figure cards are of two types: white and blue. Each type of card (movement, figure blue, figure white) are dealt modulo the number of players to each player.

When a a player's turn ends, if he has freed himself from all figure cards, three new figure cards are dealt to him.

Each time a figure is formed, it may be used in one and only one action: freeing that figure from the former's hand, or blocking that figure from another player's hand. If k figures are formed, each figure may be used in one and only one action still, amounting to k distinct actions.

Each time a figure is used to enact an action, it changes the forbidden color to the color of that figure.

When a movement card is used, it goes to the maze and may be re-dealt. When a figure card is used, it disappears.

A player's turn ends when he uses all his movement cards or he cannot form any valid figure (or cannot find a way to do so).

The game ends when a player frees himself from all his figure cards.

Blocking cards.

A player p_i may form a figure owned by p_j. If this occurs, p_j cannot form that figure. If the figure is possesed by both p_j and p_i, p_i may chose whether the formation has a blocking effect agains p_j or if he disposes himself of his figure card.

If p_j has a blocked figure, no more of his figures can be blocked. If a player has only 1 figure card, this card cannot be blocked. In other words, a figure card can be blocked iff its owner has ≥ 2 figure cards.

If a figure card is blocked, its owner must free his other cards before being able to free it. New figure cards are dealt to him only once he frees (uses) his blocked card.

Incidentally, if two figures are formed after a sequence of movement cards are used, the two figures can be used in any standard legal way; i.e. to block two players, or two free one of my figures and block another player, etc.