Project Teams

COMPOSITION
A compiler design team consists of two to four members. You will be working together closely for the entire semester, and your individual grades will be affected by the degree to which the team is successful, so choose your teammates carefully. Ideally, the team should:

• be able to meet as a group frequently (every day would be good) for at least fifteen minutes to half an hour.

• be able to meet for longer working sessions at least during three or four time slots each week. You will not actually use all of these time slots every week, but this becomes a critical issue when system integration and debugging are happening.

• have at least one member who is quite knowledgeable about the C++ language. Other useful areas of expertise include Programming Language Theory (cs 4100), Automata Theory (cs 4410), data structure issues like list processing and hashing (cs 3100), and the Standard Template Library. These “experts” can help the entire team by refreshing their memories or instructing them in various areas.

ORGANIZATION
Each team should elect a Team Leader, who will be the primary spokesperson for the group and will be the ultimate authority in delegating tasks to individual team members and enforcing deadlines. Although these relatively small teams will not require or even benefit from a very rigid structure, a wise leader can be very instrumental in keeping the project on schedule.

Teams should arrange for short “communication meetings” at frequent intervals, ideally at least once a day. These meetings do not have to be formal or structured, but each team member should report on the progress (s)he has made, any problems that may have developed, and any developments that might affect the code or data structures another team member might be working on.

Some development, coding, and debugging will be done by individual team members or subgroups, but at various times the entire team will need to meet for longer “working meetings.” These meetings will involve discussions of overall designs, resolution of interface issues, system integration, short presentations by individual members to inform the team about how something works or might work, etc. These meetings should be scheduled as necessary, probably about once per week on the average (more towards the end of the term).

Each week the team will meet with the instructor for a formal progress report during one of the regularly scheduled class sessions. For each meeting the team should submit a short typed or wordprocessed report as described in the Project Description handout.

The instructor will use information gathered from the weekly meetings in assessing the team and individual performances for your final grade.