

# Project Reflections

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## Reflections on Team

I believe the group worked together fairly well. We split the group according to each individual's strengths. I did most of the programming that involved the data structures, Ryan created the lexer and parser, and Kevin wrote most of the tests and modified the design document.

I was very happy with this delineation of work because it provided each person with a specific task which he was qualified to carry out. We divided the work by noting that certain group members were weaker or stronger in certain areas, and played particularly to each person's strength.

The coding was mostly finished by spring break, and many of the tests were finished on the Monday before the assignment was due. I thought this was a good process, although I would have liked to have finished earlier, possibly during Spring Break. That being said, none of the group members could have met during Spring Break, which made considerable progress during this time difficult.

I was generally happy with the outcome and thought each team member did their part in the project.

## Reflections on Individual

I think I performed well. I coded all of the data structures which allowed the program to play the piece. I was therefore responsible for much of the architecture of the program. For the design decisions I made, I almost always got the group's opinions before I implemented them unless the decision was a minor one. This allowed me to stay in contact with the rest of the group, explaining to them how my code worked.

I believe this communication allowed our project to run relatively smoothly. Since Ryan created the parser, which instantiated the different types of objects that created, and he was able to follow my code fairly easily, I believe my coding style was clear and concise.