CS 360

Spring 2011

Breaking the Code

Implementation& Design Responsibilities

In this document I have listed three roles that we have created to divide the implementation and design work amoung the project members. These roles just specify what a particular member should focus on, a member may be required to work in another area if he does not have enough work or the amount of work is not devided evenly.

* Protocol, Communication, and Permutation Generation: Andrew
* GUI and User Interaction: Steven
* Database, XML, and Verirfication Program: Jaynam

*Role Responsibilities*

**Protocol, Communication, and Permutation Generation**

* Create high level communication protocol between client and server.
* Implement low level communication architecture.
* Implement permutation generation system.

**GUI and User Interaction**

* Implement / Design the GUI
* Handle user interaction, including error messages.
* Adding module functionality written by other members to the GUI.

**Database, XML, and Verirfication Program**

* Design relational and physical database design( simple, we kind of did this already ).
* Write C++ code to connect to a database, execute queries, and format the result of the queries as XML.
* Find and learn how to use a C++ library that provides decompressing features, so the verification archive can be decompressed when it arrives on a clients machine.
* Design and implement the verification program architecture. How does the client interact with the verification program?