Project C.A.S.P. - Weekly Update 2

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1 Team Update

Due to unforeseen issues, Chris was unable to attend the first week of classes. Fortunately, he has returned and the team has caught him up with project progress. This includes setting up GitHub and retrieving appropriate project repositories. He was also brought up to speed on what was already completed with the parse functionality and familiarized with the custom project structure and environment.

2 Development Progress

Actual Development for this week was minimal, but the team was productive in detailing algorithms and structure of the control module. Classes were prototyped for a *Language Descriptor Object* (object used to represent a context-free grammar), a *Production* (helper class for representing entries in a context-free grammar), and an *Indexed Object* (helper class to allow for indexing of objects of differing types). A meeting was held to discuss how these classes and other functionality are going to operate and discussed how future development will be partitioned among the team. The group prioritized discussion on the Language Descriptor file and code parsing due to their necessity to the remainder of the project. The team also determined that the parse functionality will function much like a compiler.

3 Weekly Tasks

In the coming week, the team will keep focus on the core module. This includes the Language Descriptor file and parse functionality, as mentioned above. Development on the core module will not be completed this week, but the team is hopeful to complete a large chunk of it.

Each team member will be responsible for coding a piece of the control module. Ryan will work on the Language Descriptor file for C++ and the associated parse functionality. Dylan will construct some of the classes and begin the module access and execution functionality. Finally, Chris will work on the argument handling functionality.