McMaster University COMPENG 2SH4 Project – Statement of Contribution

Yo	Your Group NameD	ynamic Memory Allocation
Yo	Your NameT	aimur Ahmed
Yo	Your Team Member's Name Af	raz Akram
	-	ribution without discussing it with your project partner, i.e., cise (at most one-and-a-half page). It has three parts:
1.	you can tell us about which project iter	ne development of your COMPENG 2SH4 project. For example, rations (as mentioned in the project manual) and C++ project red. You can provide a concise answer either in paragraph form
Fo	For this project I worked on Iteration 0 with	my partner.
Th	Then I finished Iteration 1A by myself.	
I h	I helped debug Iteration 2A after my partne	r worked on it.
	Then Iteration 3, the main logic (part 1 was completed the las part of Iteration 3 (part 3	completed by me). Then I got rid of the final bugs and).
Fo	For the peer review, I did the Code quality p	part and the Quick Functional Evaluation Part.
Fo	For most of the other debugging areas not	mentioned, it was done with my partner.
2.	Repeat Part 1 above but this time tell us of your COMPENG 2SH4 project.	about your project partner's contribution to the development
	My Project Partner worked on:	
Iteration 0 along with me		
	Fully completed Iteration 1B by him	self
	Fully completed Iteration 2B.	
	Fully completed part 2 of Iteration 3	3 by himself.
	Then he worked with me on part 3	of Iteration 3, and Iteration 2A .
	For the Peer review, he completed t	he OOD Quality part and the last Project reflection part

3. Tell us about your experience in your first collaborated software development through this project — what was working and what wasn't. If you are a one-person team, tell us what you think may work better if you had a second collaborator working with you.

Working with someone on this project did slow me down a bit at first as I had to get used to coordinating and sharing tasks. However, it was great to have someone to share the workload. It took a lot off my plate and made the process feel more manageable and less overwhelming in the long run. Especially when it came to debugging the code, having someone else to debug it with was very helpful.