

CMPT 201 – Assignment 3



Overview

- Working in a team
- Assignment 3



Working in a Team

- All the source code of the project and anything that is required to build it is under GitLab.
- Anyone should be able to build the entire project.
- Do not add files not needed such as object and binary files to the repository.
- Every member of team should update and commit to the version control a few times per day after testing their task enough and ridding it of any trivial bugs.
- Communication among team members is crucial.
 Everyone should be aware of what the others are doing.



Team Formation

- Team of 2-3 students
- Groups already created on BB
- Group formation:
 - Find partners and join BB group
 - Students who have not joined a group by the deadline will be randomly added to a group
- Must use vcs
 - Project must be private only the group members should be able to see the project
- Individual contribution will be evaluated



- Find out who is in your group
 - Use BB
- Establish contact by e-mail
 - Try to set up a first meeting face-to-face or virtual
- On the first meeting
 - Create a private project on vcs
 - Add all group members to the project: Think about roles: all masters?
 - Discuss DB.h
 - Establish a meeting schedule
 - several times a week
 - Establish a general meeting agenda
 - What progress has been made since last meeting?
 - Were all issues from the previous meeting solved?
 - Which are the issues for next meeting?



- First milestone:
 - Make sure all members understand the requirements and specifications
 - Agree on Work Breakdown
 - Identify roles for group members
 - Assign fair work to each group member
 - finish DB.h
 - agree on timeline
 - schedule regular meetings



After Milestone 1

- Work in parallel
- Finish Milestone 2
- Create test cases
- Create a structure for the project
 - Design
 - o Test
 - Documentation
 - Development
- Create the design document
- Create the testing document
- Create a branch of the project for each member
 - Members will work on their own branches
 - Merge complete work to the master



- Completed work must be thoroughly tested
 - It helps if the tester is not the developer
 - Bugs need to be communicated and fixed in a timely manner
- Consider integration testing
 - This could be a team testing effort
- Test the final product using the testing document
- Leave at least 3 days for final documentation



Assignment 3

- You will create a database for data such as that in PicnicTable.csv, a dashboard for interacting with user, compression and un-compression programs.
- You will implement DB.c and 3 programs: dashboard.c, compressDB.c, and uncompressDB.c. All 4 files will include DB.h.
- Each of dashboard.c, compressDB.c, and uncompressDB.c will have a main function and will call functions in DB.c
- Only global variable allowed is Db, define it in DB.c.
- Your program must work for any table size
- You may assume that values in test files, or entered by user, will be a subset of values given in PicnicTable.csv.



DB.c and dashboard

- DB.c
 - contains implementation of all functions in DB.h
 - include <stdarg.h> for variable length argument functions in DB.h
 - Relevant lecture material (check relevant demos as well):
 - dynamic memory allocation
 - pointers
 - file input output
 - string parsing
- dashboard.c:
 - simple menu
 - will call functions in DB.c



DB.c first few lines ...

DataBase *Db;//global variable's (only) definition



compressDB.c and uncompressDB.c

- Both take file names as command-line arguments
- compressDB.c: compress data (in .csv file) into output binary file, will call importDB. For each table write, to file,
 - size followed by entries
 - compress int's using bitfields
 - write other variable length fields as is
 - write variable length fields after compressed int's
- uncompressDB.c: uncompresses data in input binary file into a .csv file.
 - must regenerate table in its original form.
 - will call exportDB
- Relevant lecture material (check demos as well)
 - file input output
 - bitwise operations
 - string parsing



Words of Advice

- Start early
- Contribute work regularly
- Test frequently
- Communicate constantly