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Post Mortem

Although working in a team worked much better this time than for assignment 1, we ran into a lack of time. The reasons for that were various. First we did not plan according to the dependencies of each system part: `execv` was done before `fork` and could not be tested thoroughly before `fork` was finished and both parts relied on the I/O components. Furthermore we had problems with the general concept of `fork` / `waitpid` and had to change the concept in the last minute.

For assignment 3 we plan to do a more thorough planning of the project. In particular this means that we don't start implemented before all of us fully understand what the problems are and how to solve them. Additionally we want to come up with a plan how to test single aspects of the system without having to wait until everyone finished implemented and having a nightmare of debugging.

One of the nicer things that evolved during this assignment was the heavy use of git branches. We think it should be stressed in the section and/or lecture to use feature branches.