**Group Members:**

Oscar Flores: Test and Validation Leader

Dan Burnett: Documentation Leader

Bobby Molique Schmidt: Code Manager

Rakaan Kayali: Design Leader

Kermit Stearns: Project Leader

**Method of Communication:**

-Calling/texting first, then gmail chat, then email

-sharing group (non-code) files through repository

-organized by folders with appropriate names (i.e. powerpoint slides, pictures, test-cases, etc…)

**Conflict-Resolution:**

-majority vote first on everything

-everyone must vote either in person or via text/email

-in case of some type of BIG PROBLEM, project leader casts deciding vote with option of consulting professor

**Source Code Management:**

-Subversion (SVN) via Google Code

-Subclipse plug-in for eclipse

**Coding Style:**

-Checkstyle (Sun Code Convention for Eclipse) format

-nouns for objects, verbs for methods

-start objects with lowercase, meaningful names

-methods and classes are uppercase

-preference is comments preceding the line of code (javadoc comments)

**Testing & Validation:**

-Aim is to have a testable version of our project 7 days before the due date

-Testing goal is 5 days and then hand in project early for extra credit

**1st Step)**

Instructions/Directives:

-regex filter for all the instructions Bobby will update GC (google code) by midnight on 9/29

-ASCII text file for comparision for directives Kermit update by midnight 9/28

-methods to convert instructions and directives

Error Table: Start with invalid label error and continue adding throughout building of project

-Each line of ASCII text file is the String equivalent to be printed

-numbered lines to identify unique error

**2nd Step)** Check to see about timing for next meeting. NO CODING UNTIL THEN!!!

-Start building code

-Symbol Table:

-distinct class, additions to class as pass 1 parses the code

-method to convert symbols to machine hex

-initiate our PC (or LC) and our “look-ahead” counter NIC (next-instruction counter)

-Parse code

-4 tokens (instructions,directives,comment,white\_space,error)

- store code “objects” in container as intermediate source code for pass 2

-End result will be the intermediate source code for Pass 2

**3rd Step)**

-take intermediate source code and generate machine hex