CSE 687 Object Oriented Design Project

MapReduce

Phase #1: Write-Up

Teammate: Ciante Mclemore

Summary:

* For Phase 1 of the MapReduce project, I helped create the overall base/shell of the project. The shell helped enforce specific coding standards as well as how the code would be organized. As far as coding responsibilities, I created the following components:
  + FileManagement.cpp
  + Utilities.cpp
  + Workflow.cpp
  + Mapper.cpp
  + Unit tests for the following components.
* Phase 1 of the project was exciting for me. It helped challenge my adaptability skills because I am a C# programmer for my day-to-day job. Using c++ was fun because I was able to add another skill to my toolbelt as well as learn the nuances of the language. In all, c++ is not my favorite language to use, but I understand its use cases. However, the overall experience was great, and I had a fun time working with my teammates as well. I thought the material was straightforward and easy to comprehend. I am looking forward to the other phases of the project.