3D Model Viewer – Tools and Standards

CSC 478 - Spring 2014 - Group 1 Choppers

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# Tools and Standards

## Final Version

* Cocoa Objective-C programming language
* Xcode Integrated Development Environment
* Microsoft Word 2010
* Microsoft Visio 2013
* UML for design
* GitHub for version tracking
* Ad-hoc Standard based on Cocoa SDK
* No specific ECMA designation
* Ad-hoc documents based on Scope Template