***Group 2 Project 0***

**Section 1. Group Name.**

The name of the group will be Group2

**Section 2. Group Members.**

Group members are as follows:

Justin Bowers jwbhhc@umsystem.edu 314-704-2680

Van Grabner vpgghd@missouri.edu 314-556-1513

Matt Kunze kunzem@mail.missouri.edu 314-971-8344

**Section 3. Meeting Times.**

Meetings will be held weekly at a study venue in Lafferre Hall, or at some otherwise agreed upon spot. These meetings will occur at

**Section 4. Team Rules and Expectations.**

1. All team members will conduct themselves respectfully to one another.
2. In online interactions, team members must strive to communicate effectively, clearly, and respectfully in the interest of the group.
3. All team members will commit reasonable time and effort to achieving the goals of the collective.
4. Team members must attend the regularly scheduled meeting, with the exception that they give notice prior to the meeting if they are unable to attend.
5. If two team members cannot attend a weekly meeting, a vote will be held to either reschedule that meeting or cancel it entirely. Rescheduled meetings must occur prior to the next scheduled meeting.
6. Where disagreements arise on matters of the shared project of the group, all parties must try to resolve the disagreement, but providing that does not occur, a 2/3 majority will decide the matter, and all members must abide to the outcome of that vote.
7. Where disagreements are too great to be resolved internally, the team will seek out the advice of either course TA, whose guidance will have final say in the matter.
8. The team will maintain a collective GitHub repository where all documents and code will be stored. This account must be fully accessible to by all members.
9. Members will take care to maintain the repository and avoid merge conflicts by following best practices related to Git.
10. Any member may propose a change to the charter, which will be adopted only with unanimous consent of the group.
11. Any and all products of this group are owned collectively by the group, and no efforts may be made to monetize or distribute the products of the group to third parties without unanimous consent of the group.
12. Any member found to be in egregious violation of this charter will first be contacted by members of the team regarding the matter, to attempt to resolve the dispute. If this is unsuccessful, the course TA will be first contacted to help resolve the dispute, and after that may be expelled from the group only by 2/3 majority and with permission of the TA and course Instructor.

**Section 5. Code of Ethics.**

This group will abide by the IEEE Computer Society Code of Ethics, summarized in main points as follows:

1. Public – Software Engineers shall act consistent with the public interest.
2. CLIENT AND EMPLOYER – Software engineers shall act in a manner that is in the best interests of their client and employer consistent with the public interest.
3. PRODUCT – Software engineers shall ensure that their products and related modifications meet the highest professional standards possible.
4. JUDGMENT – Software engineers shall maintain integrity and independence in their professional judgment.
5. MANAGEMENT – Software engineering managers and leaders shall subscribe to and promote an ethical approach to the management of software development and maintenance.
6. PROFESSION – Software engineers shall advance the integrity and reputation of the profession consistent with the public interest.
7. COLLEAGUES – Software engineers shall be fair to and supportive of their colleagues.
8. SELF – Software engineers shall participate in lifelong learning regarding the practice of their profession and shall promote an ethical approach to the practice of the profession.

Signed:

Justin Bowers: - - Date: - -

Van Grabner: - - Date: - -

Matt Kunze: - - Date: - -