Project One FAQ

1. Does my program need an apple or can I just use the pipes to control the circular communication?
    a. Yes, you need an apple. The apple should contain the destination node as well as the message
2. Should I use threads or processes?
    a. The assignment calls for processes.
3. Can I communicate with more than just my direct neighbors?
    a. No. When initially creating your communication infrastructure you may have this capability but once it's created (or finalized) no more communication (outside of direct neighbors) can occur.
4. Can I 'read' the apple if it's not for me if I'm just looking at the header
    a. Yes.
5. Do I need a design document?
    a. Yes, the project requires you to hand one in that clearly describes the design and implementation