SOFTWARE
GF2 - FIRST INTERIM REPORT

SOFTWARE DESIGN TEAM 1
Quang-Thinh Ha - *qth20*; Edgar Dakin - *ed408*; Konstantinos Kyriakopoulos - *kk492*

1 INTRODUCTION

The aim of this project is to develop a logic simulation program in C++. The project involves all five major phases of the software engineering life cycle: specification, design, implementation, testing and maintenance. This report will include a general approach from the team, including teamwork planning and our agreed EBNF for syntax, along with analysing all possible semantic errors and errors handling.

2 TEAMWORK PLANNING

The following tasks have been allocated to the members of the team, with their corresponding deadlines for the remaining allowance time of the project.

Week	**Member**	**Activity**
2	Edgar (E)	Semantic analysis and error handling.
	Konstantinos (K)	Finalise EBNF for syntax.
	Quang (Q)	Start GUI design.
3	E and K	Design and implement `names, scanner, parser classes`.
	Q	Design and implement `gui classes`
4	E, K and Q	Integration and final testing.
		Maintenance.

3 EBNF FORM

4 SEMANTIC ERRORS AND HANDLING