For this assignment, you are to define all the pieces of your development environment. The purpose of this assignment is for you to identify everything you will need. If something you need doesn’t fall under one of the categories listed below, then you should make sure you add it to the list. It is very important that you complete this assignment thoroughly. The success of your project depends on it. At the very least, you must identify:

1. Platform (OS and/or architecture)
2. Programming Language(s)
3. Editor
4. Debugger
5. Compiler and Build System (i.e. Makefiles)
6. Libraries/Toolkits
7. Scripting Language for testing

If you’re not sure of some of the details, you may talk to me about them. It’s also possible that you may change some details as you go. This is completely acceptable. Finally, you must identify where you plan to work on this project. If it’s not in the computer lab, then you must identify how you plan to demo your project in the lab. You may add this as a separate section to your survey. You should also complete the coding standards for your project. Coding standards refer to the format and naming conventions you use for your code. You can make up your own standards if you’d like or you may use some existing ones. Some possibilities are:

1. GNU coding standards (www.gnu.org/prep/standards.html)
3. C++ coding standards (http://www.possibility.com/cpp/)
4. The coding standards written by Doug Ryan and Shereen Khoja for C++, C, and Java. These are available from their web pages.

Feel free to search on the web for other standards to use. When you’ve decided what you want to use, you must provide me with the standards. If you’ve made your own, you must list all the standards. If you’re using existing ones, please tell me which one and provide a link to the standards.

What to submit

On the day the assignment is due, share a GoogleDoc with me.