Standard Project Directory Structure

A software project directory is organized into the following subdirectories:

Subdirectory	Contents
requirements	Requirements analysis, principally in .html files
specification	Formal specification, principally in .rsl files
prototype	Prototype, in a variety of prototyping file formats
design	Design, principally in C++ .h files
implementation	Implementation, principally in C++ .C files
testing	Test plans, scripts, and results, in .html, .h .C, .csh, and .out files
documentation	Assembled documentation, principally in .html and .ps files
administration	Scheduling and other administrative information, principally in .html files
subprojects	Subprojects directories, with the same structure as this directory, i.e., requirements through subprojects.

Further details of this structure are discussed in the documentation directory in the Inferno project.

In terms of UNIX directory structure, there are four project superdirectories that organize the projects by degree of stability. When navigating via a web browser, these super directories are transparent, except for the URL name that appears in the browser. The project superdirectories are the following:

Superdirectory	Contents
production	Projects that are stable enough for production use. Project developers may safely use and link to files in production directories.
beta	Moderately stable versions of projects. The difference between beta and production versions is that beta projects contain experimental functionality that may not be fully tested. Project developers may reasonably safely use and link to files in beta directories, though they may not be as stable as production projects in all cases.

alpha	UNstable versions of projects. Files in alpha projects are subject to frequent change and may not be fully tested. Project developers should use or link to alpha files only with direct coordination with the project owner.
work	Personal work-in-progress versions of projects. Files in work projects are highly unstable and may not even compile. Project developers should never use or link to files in work directories. The files, if readable, may be used for browsing purposes.

Within each of these four directories are the project directories themselves. A single project may have one to four separate versions, depending on the stability and degree of active work for the project. For example, an established ongoing project may have versions in all four of the production, beta, alpha, and work directories. A stable project for which no work is currently active may have a version only in the production directory. A brand new project may have a version only in the work directory.

While the directories listed above contain all pertinent project files, on UNIX platforms there are the following conventional UNIX subdirectories, which contain symbolic links to appropriate portions of the preceding subdirectories:

Directory	**Files**
lib	.o, .a, and .so files
include	.h files
bin	executable files
src	.h and .C files

These directories may be referenced in Makefiles, or other strictly-UNIX contexts where appropriate. Note that these UNIX-based directories contain only links, no original files.