**Your Name \_Liman Chang\_\_ Your Partner’s Name \_\_Kenneth Christian\_\_\_**

1. **Meeting/Communication Logs with the partner(s)**

|  |  |  |
| --- | --- | --- |
| **Time and Date** | **Agenda** | **Action Items (who will do what)** |
| 10/13 at 2:25PM | Start project 3 | We both start the project and discuss the GUI. |
| 10/26 at 1:00PM | GUI Design and Role Delegation | Liman will rewrite the Transaction Manager to Controller.java Kenneth will create the GUI into TransactionManager.fxml. |
| 10/31 at 1:25PM | Improve GUI and Controller functions. | Liman will write Import/Export functionality code. Kenneth will rewrite the account print statements in AccountDatabase. |
| 11/2 at 12:30PM | Final project check | We both debug code and write the test design document. |
|  |  |  |

1. **Your Personal Time Logs**

|  |  |  |
| --- | --- | --- |
| **Date and Time** | **Total Time in minutes** | **Tasks** |
| 10/13 at 3:00pm | 5 | Create Git repository for project 3. |
| 10/26 at 2:00pm | 80 | Created Main.java and Controller.java. Rewrote the TransactionManager code to be workable with a function on button click event. |
| 10/31 at 1:45pm | 60 | Wrote Import function and Export function. |
| 11/2 at 1:00pm | 120 | Debugged and coded a working controller class. |
| 11/2 at 6:45pm | 45 | Wrote test cases for the test design document. |
|  |  |  |
|  |  |  |
|  |  |  |
|  |  |  |
| **Total Time:** | 310 |  |

1. **Issues or Comments** (write the issues you had and how you addressed them; if no issues, write what you’ve learned or reflection)

There were no major issues with working on project 3. The only real problem had to do with reading the fxml file to find the names of the variables and functions to @FXML for the controller class. Although, that was less an understanding issue and more of a trouble reading crunched together code. Upon reflection, this was the smoothest project done this semester thus far, most likely due to our group’s understanding of how important it was to design and create a GUI first before working on anything else major. This allowed a much smoother coding process as there was no real need to constantly backtrack and check each other for work that may have already been done or work that is not updated.