Week 4 Work Log

This week’s the focus was initially to get as much of the two simulation methods as possible and fine tune some of the user interfaces. The team has discussed several potential problems with the current design approach and planned some potential solutions. Robert fixed a logic error in the PatientQueue class that would have caused an issue if patients were removed before all rooms filled. Robert also worked a bit more on the instant simulation. Ancel didn’t do much in terms of actual code. Mostly, he was trying to visualize methods to correct potential defects. The team hopes to finish in time for testing next week. At this point, they are slightly behind schedule.

Expectations:

Ancel: There were more expectations this week than any other. However, because of other classes and how the weeks went time to complete them was hard to find. From the last report, little to no work has been done. This comes with the detriment of a quickly approaching deadline as the semester is nearly over. That in mind expectations from this point forward are more geared to finishing the project. As such more time and resources will be dedicated to this task.

Robert: With the increased gap between the implementation assignments, I wanted to get more work done, but classes, job interviews/logistics, and not having access to my computer among other things kept me from getting as much work done as I wanted. I am struggling to balance optimization with progress as I think of a solution, but it is very computationally expensive and thus I think I can do better. Both simulations are a bit behind schedule; so, we will need to pick up the slack and get the work done.

Tasking:

Ancel:

Refine Patient class to have more functionality.

Work on implementing Patient class into simulation window.

Implement timer function and make visual transitions smooth in Simulation window.

Run patients through the simulation consistently.

Robert:

Make PatientQueue use a linked list instead of an array

Finish Instant Sim

Start Testing

UI refinement if time permits