Progress report week 10

This week I resumed work on blockly. It hadn’t been updated in awhile and it reflected in the compilation of bots. I realigned a lot of the functions to be inline with the java equivalent and worked on making the blocks more natural to how a user without previous experience would test blocks. I also created on both ends java and javascript a number of new bots that would the user more customization.

I’ve also continued work with our front end. As we finish transitioning over to a more dynamic web page one that scales with the user size readjustments I’ve had to help refine it work well on multiple screen sizes.

finally I finished adding a bunch missing tests for our blockly java code. as we were adding more and more blocks our testing had become lax so I along with david have brought it back up to specs.