

- Calculator Scrum -

- **Front End (~270 minutes)**
 - Vertical Arrangement at top (ID: verticalArrangement3)
 - settingsLst
 - history
 - Input/Output
 - Horizontal Arrangement at top (ID: horizontalArrangement9)
 - 3 labels needed for numbers and math symbol (math symbol comes from mathsLst)
 - input1Lbl
 - mathLbl
 - input2Lbl
 - Reset
 - Horizontal Arrangement one down from horizontalArrangement9 (ID: horizontalArrangement8)
 - 2 buttons, 1 label
 - clearBtn
 - backBtn
 - back2
 - answerLbl
 - Horizontal Arrangement below verticalArrangement3 (ID: horizontalArrangement6)
 - Button Layout
 - verticalArrangement1
 - horizontalArrangement4 I tried to use a grid arrangement but I couldn't get it to work
2 sets of buttons, one set for each label.
 - oneBtn
 - twoBtn
 - threeBtn
 - button1
 - button2
 - button3
 - horizontalArrangement3
 - fourBtn
 - fiveBtn
 - sixBtn
 - button4
 - button5
 - button6
 - horizontalArrangement2

- sevenBtn
 - eightBtn
 - nineBtn
 - button7
 - button8
 - button9
 - horizontalArrangement1
 - negativeBtn Negative and positive buttons switch out when the button is pushed.
 - positiveBtn
 - zeroBtn
 - decimalBtn
 - buttonNegative
 - buttonPositive
 - button0
 - buttonDecimal
 - verticalArrangement2
 - mathsLst
 - equalsBtn
- Accelerometer

- **Back end (~430 minutes)**

- Procedures
 - Clear
 - This procedure clears all labels, and sets label 1 buttons to enabled, and label 2 buttons to disabled
- Conditionals
 - If equalsBtn.Enabled = true, then call clear
 - This specific conditional described is a bug prevention, resetting the app if equals is enabled when it shouldn't be.
- Lists
 - mathsLst
 - This list picker has the 4 math signs for the user to pick to complete the equation.
 - settingsLst
 - This list has 3 color themes, white with light gray, black with dark gray, and red with black.
 - historyLst
 - This list stores the equations the user enters.
- Variables

- equalsHistory

- This keeps track of how many times equals has been clicked, and appends the current labels into the list each time equals is clicked

- **Rev Updates**

First Assignment

Rev 1 - Calculator layout - Dylan - ~35 minutes

Rev 2 - Main number buttons work/put numbers into input labels - Gracey - ~40 minutes

Rev 3 - Functioning math - Dylan - ~40 minutes

Rev 4 - Clear button resets everything and the input labels [input1Lbl, mathLbl, input2Lbl, answerLbl] are cleared when equals button [equalsBtn] is clicked for a second time - Gracey - ~90 minutes

Rev 5 - Decimal Button & Negative/Positive Button - Dylan - ~70 minutes

Rev 6 - SettingsLst toggles Dark Mode/Light Mode - Gracey - ~55 minutes

Rev 7 - Positive part of Negative/Positive button works - Dylan - ~100 minutes

Rev 8 - Bug fixes - Dylan - ~20 minutes

Finals (All Dylan)

Rev 8.5 - Fixed naming convention, fixed button size inconsistencies, added a non-functioning history button - ~10 minutes

Rev 9 - The history button now stores equations - ~10 minutes

Rev 10 - A Red and black theme was added to the settingsLst, and added an accelerometer that doesn't do anything yet. - ~10 minutes

Rev 11 - Accelerometer calls clear while shaken, resetting the app. - ~5 minutes