WEEK 3:

Name	Report
Alban PUECH	Done : implemented momentum strategy with vishrut To do : look for possible bugs and find a new strategy to work on
Maxime LAMY	Went over stock API base class code and worked with Khanh and Mehdi to better understand next implementations. Currently working on drafting a GUI blueprint to be approved by the entire team before creating a more functional and featured GUI.
Vinh NGUYEN	 - Had a meeting with Khanh and Maxime to understand all the classes to integrate with the API. - In progress: Checking Guru's code for different components for GUI (trying to connect signals between parent and child components).
Maayane ATTIAS	-I tried to install mlpack with the help of Bertrand Marchand because I had a lot of issues. This is still in process but once it will be successfully installed, I know how to use it to have a more efficient strategyThis week: work on a new strategy
Frédéric Marcel TCHOULI	 Done: Finished Implementation of our EMA Strategy To-do: Conceive our Strategy class
Mehdi Makni	Done: Coordinated with Maxime and Khanh in order to understand the classes they have created and discuss how the Stock class could serve the GUI team best. Added a file that contains all symbols we are going to use in json format To do: Implement News Class
Mira HAJAR	Joined the GUI team, researched templates, designs and commands to implement on the platform by looking at other platform examples.
Vishrut Malik	Successfully implemented Momentum strategy, made it work with the backtesting environment.
Mamoune Mouchtaki	Created a market stock screen using Qt Quick and actually trying to turn it in the GUI library after talking to the Gui team leader Guru.
Khanh Nguyen	Same as Maxime
Guruprerana SHABADI	Created base classes for all the different screens in the GUI of the app along with the left navigation bar. To-do: Distribute work among GUI team members to take up

	different screens in the application and work on them.
Rayen Ayari	started implementing a drawing function : it draws now an f(t)