### Implementation Deliverable (2 Parts: IMPL1 and IMPL2)

Each group will have some modules due in IMPL1 and some due in IMPL2. For IMPL2, use the real code for Card and CardList (rather than creating stubs for them).

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| **Cardorama** | | |
| **Group** | **IMPL1 unit test** | **IMPL2 unit test** |
| 4 (D) | CardList | Deck+Hand  KlondikeSolitaireGame |
| 2 (B) | SpiderSolitaireGame | Matchmaker |
| 3 (C) | Controller | SolitaireGameView+RummyGameView |
| 1 (A) | Card  RummyGame | RowOfStacks+Stack |
| 5 (E) | GinRummyGame | AIOpponent |
| 6 (F) | CardView+CardImage | CardAreaView+CardView+CardImage |

**IMPL1**

Code for your interface(s) and module(s) must be uploaded to the repository by the due date.

When creating a stub for X, you need to use the real class name (X) if your modules does any of the following:

* creates an object of type X.
* inherits from class X.
* calls class methods (static methods) of X.
* uses X directly, rather than through an interface IX.

In these cases try to use the real X.h file (located in the include directory of the layer). Your stub class must be named X, but put the definition in a file named XStub.cpp. This file is located in your unittest directory.

Check-in (push) to the repository one or more VS projects that do unit testing of your module(s):

* Each unit test goes in a separate VS project.
* Use the table above to see which of your modules you may combine into one unit test.
* Any .cpp and .h files for driver and stubs used in your unit test should be located in the directory for the unit test’s project.

*Do not commit/push the entire VS project: upload only the folder, .sln, .vcxproj, and any .cpp and .h files.*

Follow the directory structure described in the Code Architecture View document.

Each group is also responsible for responding to questions and problems with any of their interfaces or .h files. DO NOT CHANGE ANOTHER GROUP’S ASSIGNED MODULE OR INTERFACE—LET THEM MAKE ANY NEEDED CHANGES.

Make sure you produce Meeting Minutes for each meeting, but turn them in with IMPL2.

**IMPL2**

Follow the same instructions as for IMPL1. **Don’t use stubs for Card and CardList; use the real code.**

Upload to d2l:

* Meeting Minutes: ONE person uploads these (include meetings for IMPL1 and IMPL2).
* Individual Report: EACH person uploads (covers IMPL1, and IMPL2).