CS 744 - Management Issues in Software Engineering
Project Meeting

Project Title: Visual Network Testing Tool

Group Name/Number: Team Mercury

Meeting #: 10

Held On: Feb 28, 2018 at 2:30 pm

Location: Murphy Library

Members: Zeya Kong, Xianrui Zhu, Kyle Van Allen

Attended: All

Topics for Discussion: Transaction

Report Writer: Zeya Kong

All members attended at the correct time and we began the meeting at the scheduled 2:30 pm.

Because we just changed our work position. We started to talk about the project progress. Zeya said he found many third-party web graph packages to use such as D3 and vis.js. Kyle said he just learn how to develop the front-end using JavaScript. Xianrui said he will wait until Zeya finished his part because he can't start without Zeya's new network. Zeya said he will finish generating network in Friday.

After that, we discussed the transaction. Kyle said we should implement the queue for each store, relay station and connection. Zeya agreed, and he mentioned that we should finish showing the transaction animation first and focus on single one transaction. Xianrui said he can't implement multiple transaction functionality. Zeya said he can help to do some back-end code even we just divided our work. Kyle said he will create three pop-up windows to show the network information. Zeya suggested he use bootstrap to do that because Zeya thought using bootstrap is an easier way to develop pop-up windows. Kyle agreed. Kyle said we should validate the transaction when it starts. Zeya agreed. Zeya said we should indicate the return animation if it is success or reject in the network and he suggest using different color to indicate that. Zeya said using green color animation to represent the success message and red color animation to represent rejected message in the path is a good way. Kyle agreed but Xianrui said he didn't

know if he can finish or not. Kyle still mentioned the queue. Zeya said the queue itself is necessary but if we just have only one transaction at the same time, the queue is not meaningful. Kyle thought that we just need to show the single transaction, but Zeya said we should show multiple transactions from Prof. Kasi's feedback. Finally all team members decided to implement at least one single transaction animation functionality without queue in third demo.

Next meeting and its agenda:

The next meeting will take place on Mar 5, 2018 at 2:30 pm in Murphy Library. We plan to update our documentation, talk presentation allocation and fix some bugs according to our progress.