

Course: CSC-220.02

Student: Mya Phyu, SFSU ID: 921759134

Assignment Number: 02 preparation

Assignment Due Date & Time: 09-14-2022 at 11:55 PM

Part-A Team building

CSC 220 – ASMT 02-Preparation – Powerpuffgirls



Mya P Phyu

To: Peijun Huang

Cc: Cerina Williams; Roththida J Sok; Fei Yueh +1 other



Sun 9/4/2022 7:55 PM

Hello,

Here is a list of members for assignment 02 preparation.

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Name: Cerina Williams

Email: cwilliams33@sfsu.edu

CSC-220-02

Name: Roththida Sok

Email: rsok1@mail.sfsu.edu

CSC-220-02

Name: Brahamjyot Kaur

Email: bkaur4@mail.sfsu.edu

CSC-220-02

Name: Fei Yueh

Email: fyueh@sfsu.edu

CSC-220-02

Name: Mya Phyu

Email: mphyu1@sfsu.edu

CSC-220-02

Meeting number: 1

Sept 4, 2022, 7:20pm, Zoom

Meeting number: 2

Sept 5, 2022, 11:00am, Zoom

Meeting number: 3

Sept 6, 2022, 9:30am , Campus

Powerpuffgirls			
#	Team Members's Name	Evaluation(out of 20 points)	Comment on Team Members' Performance
1	Cerina Williams	17	Participate in meetings
2	Roththida Sok	18	Participate in meetings and share opinions
3	Fei Yueh	15	Silent most of the time
4	Brahamjyot Kaur	15	Participate in meeting, somewhat left the meeting
5	Mya Phyu	20	Shared my thoughts and discussed on some files for Assignment 02

Part B- Team Meetings

Summary 1:

a. what your team planned to do in the meeting

To discuss PKG 01 and PKG 02

b. what you planned to learn from the meeting

To refresh the material of 210 through PKG-01 and PKG-02 as well as get an idea of assignment 02.

c. what your team achieved

We went through assignment 02 and talked about each thing we needed to do in the assignment.

d. what you achieved/learned

We were able to figure out how to start the assignment 2 and we went over all the requirements that we should meet in order to complete the assignment.

e. what your team planned to do in the next meeting

We planned to work on assignment 2 in the next meeting as we didn't get a chance to start it.

Summary 2:

a. what your team planned to do in the meeting

To discuss assignment 02.

b. what you planned to learn from the meeting

How to start assignment 02

c. what your team achieved

Gained some new info on what to be done for assignment 02

d. what you achieved/learned

Learned which part of java packages were similar/to be used for the assignment.

e. what your team planned to do in the next meeting

Dive deeper into the coding section of assignment 02

Summary 3:

a. what your team planned to do in the meeting

We discuss assignment 02 and PKG 01 and PKG 02

b. what you planned to learn from the meeting

Any questions to be resolved.

c. what your team achieved

Worked on some files

d. what you achieved/learned

Create variables and getters and setters as well as a few methods

e. what your team planned to do in the next meeting

We haven't planned for our next meeting yet.

Questions: from Mya - meeting(1)

1. Where is the index.php in files Manger?

Thida: Assignment-02 Code is the whole index.php

2. Do we just read all 6 sample outputs

Cerina : Our output should exactly look like sample output provided in file manager.

3. Where are the 3 styles?

Fei : CSC-210, CSC-220, CSC-340 programming styles

4. How do we submit?

Thida : submit our outputs with screenshots in a zip file which include all our codes?

5. Where are players' lists in wikipedia?

Fei : Title starts with San Francisco Giants roster

Questions: from Mya - meeting(2)

6. Where do I find the order paradigm?

Braham: You can find it in the assignment-02-Materials -> UML_Class_Diagrams

7. What does toString method do?

Cerina: It return a string object.

8. What file type should be used to submit Assignment 02?
Fei: It has to be a zipped file type. Assignment 1 has the instructions on it.
9. Which files should I work on first to print sample output 1?
Cerina: I suggest working on 5 classes then run messenger.java to see some type of output. But you will need need to work on all the classes since they are all connected to the driver.
10. How many files were inherited from the parent class?

Questions: from Mya - meeting(3)

11. Do we have to screenshot our outputs and submit them with the codes?
Cerina: It doesn't say on Assigement 02 about screenshots. We might have to ask the grader if we need to put them in our assignment report.
12. Do all files need to have variables and getters and setters?
Cerina: I think the majority of the classes might need them.
13. Can we have methods in each file as many as we want?
Fei: I believe there's method comments on each editable java file, so we will have to use that. I'm not sure if we're only limited to using those though.
14. How many main methods are there in Assignment 2?
Braham: There is only one main method.
15. Do we have to have an override method in every file?
Fei: Only if there's an override comment listed I think.

Questions: From Cerina -meeting 1

1. Does our code has to be identical as the example?
Mya: I think that we should follow codes provided in zip file and outputs should be the same as outputs from the sample .
5. If we work in partners are we required to submit the same output.?
Mya: Same output should be fine.
9. What does "greeting" mean?
Mya: it is a method name.

Questions: from Fei

1. On assignment 2 instructions it said to document each sample run to show our grader how passionate we're working on this, does that mean we also document all the failed runs into the report?
Mya: I don't think we have to submit our failed codes. Just only submit your run codes.
3. How do we import all codes together to work on netbeans?
Mya: Download the zip files and unzip it and you can drag it to your IDE.
4. How to run codes all together?
Mya: There is only one main method in messenger.java so if you implement all the methods properly in other files, the program will execute.

Meeting 3:

11. Is there an order in which we do the codes?

Mya: Yes. if we follow the order which is provided in professor's files, it will be easier.

Questions for Thida

3. Does the program have to run on NetBeans to finishing the programming requirements?

Mya: Yes, the programs have to run properly on the latest version of NetBeans.

4. How would we run the program? (He mentioned it in class, but I forgot what it was)

8. Is the Player class and the teacher class in PKG 01 similar?

Mya: Yea, I think so.

Questions from Brahamjyot

3. Can we use any other platform to run our program?

Mya: Yes, we can, but our grader is using IntelliJ. So you might wanna test your program on IntelliJ before you submit.

4. When is the assignment due?

Mya: September 23rd.

5. Can we edit the given codes?

Mya: We cannot edit the given codes.

6. What does final class do?

Mya: Final class cannot be inherited.

11. Which method can I use to set the time zone?

Mya: There is a similar solution on professor's files. You can refer to that

12. When I import the given files in IntelliJ, it shows errors in some of the files. How can I fix it?

Mya: methods and codes will be properly implemented in other files to be able to run the program.