**Ray’s Progress Journal**

*December 14, 2013*

* attempted to attach a yellow panel two a blue frame so that the yellow panel would be on the top using 3 youtube videos

<http://www.youtube.com/watch?v=jJjg4JweJZU>

<http://www.youtube.com/watch?v=jUdIAgJ7JKo>

<http://www.youtube.com/watch?v=GvTZ2Huo0T4>

*December 16, 2013*

* Panel was not showing up at all, entire screen was blue, much frustration after attempting multiple times to add a button that would show up on the panel as well, the button was not showing up
* Attempted to set a size for the button, could size it at all

*December 19, 2013*

* Found a happy face icon for jbutton on top panel, set to be for a reset button.
* Added the icon to the button, sized it, but improperly, did not use borderlayout

*December 20, 2013*

* Created a new panels for the bottom and middle(grid)
* However, panels were not added properly(meaning it did not work) just like the top panel

*January 6, 2014*

* Researched more proper ways to work with panels and frames using following websites:

<http://ics3ui.sgrondin.ca/ss15/index.html>

<http://www.codeproject.com/Articles/33536/An-Introduction-to-Java-GUI-Programming>

*January 12, 2014*

* Finally got JPanels and JFrame to work, added the top, middle and bottom panel to the frame
* Used following websites for research on the algorithm for minesweeper

<http://codereview.stackexchange.com/questions/20017/minesweeper-code-review-and-advice>

<http://zetcode.com/tutorials/javagamestutorial/minesweeper/>

*January 13, 2014*

* Created a 12x12 grid for the minesweeper, came up with a basic algorithm for random placement of bombs so that when you click on a square with a bomb, the system will tell you that you have clicked on a bomb
* Cleaned up unnecessary code
* Unfortunately was unable to complete a working minesweeper game, algorithms and organization of data were too complicated