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September 21, 2010
BTL-2

- Sketch different user scenarios, different types of input, and what is expected to happen.
- Find or create an algorithm that uses the RSS description element in finding the correct HTML node.
- Build a mockup of project components and describe what part is responsible for what.
- Write KML with the same XML/HTML reader/writer to see if that product fits all needs.
- Now that MySQL and JDBC is installed, create the database design and add tables through a db install application.
- Write code to enable debugging, including a log file that will be very useful in the text processing and KML generation.
- Build a single example code base for the whole system by combining the completed tasks from BTL-1.
- Possibly creating a mockup of the GUI, but most likely going to concentrate on the backend and using the console for now.