UNIVERSITY OF CALOOCAN CITY
COMPUTER ENGINEERING DEPARTMENT

Data Structure and Algorithm

Laboratory Project

Progress Report 2

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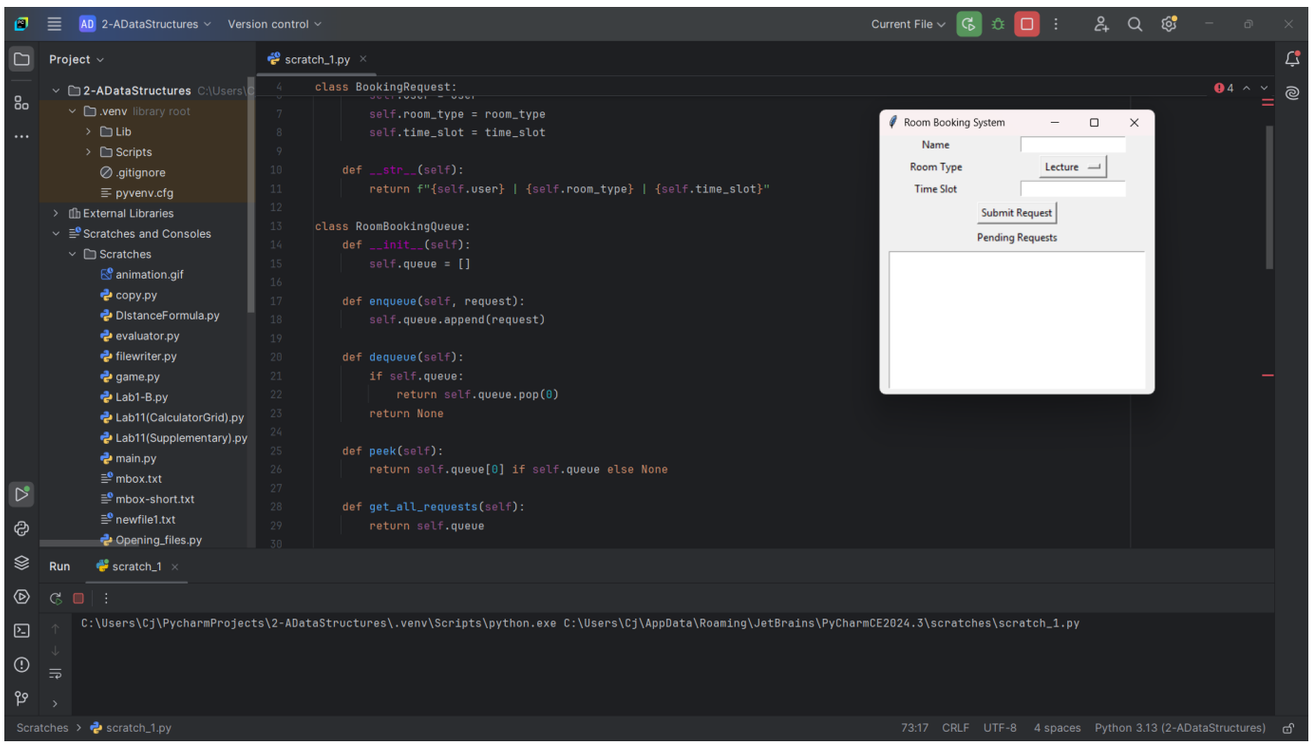
SEPTEMBER 13, 2005

PROGRESS REPORT

In this progress report, we began translating our initial ideas into actual code. We started by implementing the core logic of our classroom reservation system using Python, specifically focusing on applying data structures such as queues to manage reservation requests. This allowed us to ensure that the system processes reservations in a first-come, first-served manner, maintaining fairness and simplicity.

Alongside the backend development, we also explored and experimented with several user interface (UI) design concepts. Our goal is to create an interface that is not only user-friendly and intuitive but also visually appealing and functional. We are currently considering different layouts, color schemes, and input forms that would make the application easy to navigate for both students and administrators.

This stage marks a crucial step in turning our conceptual plan into a working prototype. In the next phase, we plan to integrate the UI with the reservation logic and continue refining both the design and functionality based on testing and feedback.



INPUT AND OUTPUT

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