

Programmierpraktikum- Group Project

Protocol 1

1. Initial steps

- Analysis of theoretical part of the project as well as technical features that must be included
- Making inquiries into necessary library which is JavaFX
- Initial program structure brain storming, program functionality
- Finding group members and opening a group

2. Setting the goals

- getting to know important components individually to discuss ideas later during the project as:
 - o TDD
 - o Refactoring
- sharing the work load to: graphical structure, logic structure, additional features, and working together on additional problems that might occur
- preparing the initial graphic structure for the program:
 - o Graphical user interface
- getting the basic logic structure done: XML, Classes and Methods
- working on additional features later on
 - o Baby steps
 - o Tracking

3. Initial functionality

Initially we have discussed and agreed on dividing the program to few classes. (That might later be divided to more classes). One class and most important one would manage the most important logic part of the program.

Another one is supposed to deal with JavaFX and the whole graphic part of the program where Graphical user interface allows the user to interact with the program: write test, write program, refactor.

Next class is supposed to deal with the “exercise” mechanism. Which is nothing more than the logic of “exercise” that is being done by the user (write test, write program, refactor).

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Protocol 2

4. Reference to Protocol 1

- Achieved goals:
 - Individual project's study (theoretical and technical part) including previously mentioned mandatory features
 - Getting the basic functionality settled
 - Team work
 - Rewriting graphic structure (GUI)
 - Basic logic structure
- Goals not achieved/Problems:
 - Organisation issues
 - Debugging
 - "exercise mechanism"
 - Additional features

5. Next steps

- Keeping improving the code, mostly logic part of it
- Rewriting "baby steps" feature
- Working on tracking
- Improving performance

6. Setting new goals

- Finishing the program
- Writing final Protocol/Program's description that will sum up and describe program's use and functionality

7. Initial functionality

Code has been improved by creating Graphical user interface which allows the user interaction. Most important is class: Main.java. This class extends Application which is an entry point of JavaFX and launches our application. XML part of the program has been added and it is responsible for communication between applications. Eight classes perform task as for example holding content of the data structure, configuration, providing the exercise list etc.

Also program's logic part has been improved. Class Logic will be starting the exercise, controlling the phase of the exercise when performing by the user. (RED or GREEN). As well as Babbsteps.java which controls time allowed during which program can be written.