**Team 03: Sprint Review**

1. The toolbar with all the shapes and its required functionality was successfully implemented.
2. The Menu bar with all the options was successfully implemented.
3. The left panel with all the symbols and their functionality was implemented.
4. The ‘#’ symbol with its ability to add a new tab and renaming of the tab was implemented.
5. When we build a flow chart including the ‘#’ symbol, in the newly generated tab we have another flowchart it works as expected. The bug the exists here is..
6. The application window can now be resized, minimized and closed. On resizing the window, the scroll bars are displayed accordingly in order to navigate through the diagram.
7. The ability to move the endpoints of the connections was implemented and works in the following manner:
   1. First click on the dot inside the box/endpoint, of the existing symbol.
   2. Next click on the dot inside the box/endpoint, of the new symbol.
   3. The endpoint of the connection will be moved from the existing box to the new box.
8. The ability to delete links was implemented and work in the following manner:
   1. We need to right click on the connection line.
   2. This will show a small pop up which will have a delete button.
   3. Click on the delete button to delete the connection line.
   4. Once the connection line is deleted, we need to manually close the pop up by clicking on the cross symbol.
   5. The bug that we have here is, if the boxes are very close to each other and the lines are very short, then on right click it is difficult to detect the line and hence the delete option may not be displayed.
9. The system has been designed in such way that it would not allow to drag more than one pair of closing brackets in a single tab.
10. The compile option would compile the diagram on all the tabs and when an error is detected, a small dialog box opens with the details of the error and the respective tabs pertaining to the error.
11. The save and load functionality was implemented and works in the following manner:
    1. On save the current state of the playground is saved.
    2. On load the most recent state of the playground is loaded.
    3. The bug we have when we load the most recently saved playground is that it loads an empty tab which needs to be closed manually.
    4. There is no change to the state of the diagram created in any of the tabs.
12. By using the translate option from the program menu in the menu bar, the diagram can be translated into a structured code format which is visualized using <https://www.graphviz.org>