For the assignment, we both discussed two potential paths for the lab. One would be to use events for either a number guessing game or a calculator. We agreed that one codes the other and then we compare the two after they were done. Sanad wrote the code which allows the user to play a simple number guessing game while Akash wrote the code for a calculator event. After deliberation, we agreed the calculator would be better as it could be used and integrated into other programs well. Akash wrote a lab template into a word document with steps they took to programming the calculator, adding their own hints and challenges. Sanad then took this template, streamlined it, added examples and removing any redundant information and wrote it out in Latex. Once the document was done, Akash worked on recording the video while Sanad wrote and worked on creating test cases in JUnit to test that students have the write answer. Both Akash and Sanad came up with demonstration questions which could be asked for the users.