Software Design & Specification

Presentation Notes

* What I’ve been doing
  + Summary
    - 2 projects
      * Chinese chess
        + Allow 2 players to play with an interface and, if time allows, a database to store history
        + Finished all preparation before coding
      * Black jack
        + Allow 2 to 6 players to play with an interface by TKInter
        + Done no preparation & only coding & testing
        + Procedure oriented & no interface now
    - Design something fancy, no time
    - Grammar parts were easy and not challenging after figuring out which I did, chess takes too much time before I can begin interface
    - Get a new, faster program that has easier logic and less content – less time – didn’t turn out so
    - Interface is new so I want to learn
  + Outline
    - Mon. Dec. 5th 2016 – Sun. Dec 11th 2016
      * Project specification document
      * Overview, basic logic of program – break into procedures
      * Comments on functionality
    - Mon. Dec. 12th 2016 – Sun. Dec. 18th 2016
      * Software design document
      * Detailed structure charts & logic
    - Mon. Feb. 27th 2017 – Wed. Mar. 1st 2017
      * Look for alternatives
    - Thur. Feb. 28th 2017 – Sun. Mar. 5th 2017
      * New project coding
  + Present BlackJack program
* Details
  + Chinese chess
    - Interface & Rules
      * Searched for English names
    - How it works internally – a 2D array & Structure chart
    - Logic not important anymore
  + Black jack
    - Searched for rules
      * Various
      * No money put on
    - Procedures
    - Not ideal
      * Generalize
        + CheckWin parts especially

Maybe change in logic needed

Edit the format

Here’s how far I’ve got

* Future plans
  + Learn TKInter
  + Modify the code
  + Interface
    - Same law applies
      * Functional first
    - With
      * Pictures of cards shown
      * Players get to hit in order, then banker
      * Button – show cards, hit, stand, next
      * Table always displayed at the top
    - Every player on the same screen
      * Kind of lame
* Reflection
  + Recordings are helpful
    - Go back to the last bug-free version if problems occur
  + If you don’t know what’s happening, print it
  + Think thoroughly & Design first
    - Every time I don’t do this enough, every time I regret it, and I do the same again
    - Save time
      * A lot of modification
        + New ideas come into light
      * May be I only need to make 1 program
  + A project > lessons
    - Forget things
    - Grammar in different compiler can become a mess