Edward Brown
Supported Projects: (UV-CDAT)

Quarterly Report for October 1, 2016 – December 31, 2016

Quarter Accomplishments:
- Implemented a Graphics Method editor for Boxfills in vCDAT [October 2016]
- Constructed widgets for vCDAT that can be used for all Graphics Method editors [October 2016]
- Added back-end and front-end support for transmitting more detailed Template data in vCDAT [November 2016]
- Continued work cdutil/genutil documentation [November 2016]
- Continued work on VCS documentation [November 2016]
- Talked to my mentor and ensured that the most recent accepted version of the documentation was hosted for user preview [November 2016]
- Came up with a reliable way to test code examples in VCS documentation [December 2016]
- Fixed/added doctests and documentation in VCS [December 2016]
- Came up with a logging system that will make it easier to track bad documentation examples, and missing documentation [December 2016]
- Added a uvcdat wiki page to introduce developers to documentation using Sphinx [December 2016]
- Added a uvcdat wiki for VCS users/developers on how to use VCS's documentation tools [December 2016]

Next Quarter's Roadmap
- Get VCS documentation to a release-able state [January 2016]
- Leave behind enough information to make it easy to maintain VCS documentation in the future [January 2016]
- Finish my internship at the lab [January 2016]