FP Project Meeting 2013.01.21

Completed Tasks:

1. Handled bagLayout (LeftRight/TopBottom)
2. Handled gridLayout (Mutliple elements)
3. ~~Changed the TopBottom order to BottomTop~~ (removed)
4. Added out-of-bound detection based on remaining area
   1. Different cases
      1. AR constraint (isGoodAR = false)
      2. Simply not enough space due to outer deadspace
      3. Note: Order of the components matters
   2. Question: Should we automatically swap the order in which the components are added or prompt user to do so in some out-of-bound cases?
   3. In other words, should we aim to build a more robust automating or user-customizable system?
5. Added optional overlap detection
   1. exception throwing
   2. not used at the moment

Questions:

1. How to properly design overall and suitable test cases? (+corner cases)
2. Does it matter if a few values from the original design are different?
   1. And it only happens when we optimize the compilation
   2. No difference when we compile normally

Next Week:

(01.28) Test out-of-bound with basic 180 and Mirror cases.

(01.28) Deliver a working solution with non-recursive test cases for LeftRight/TopBottom/180/Mirror

(02.25) Deliver a working solution with non-recursive test cases for LeftRightMirror, TopBottomMirror and Center.

Later objective: Deliver an algorithm for recursive test cases