

Summary

June 2010	Acid-Base Solutions	Capacitor Lab	Translations	Common Code	Build Process	Misc Sims	Misc Other	SUBTOTAL
1	0	0	0	0	0	0.25	0.5	0.75
2	4	0	0	0	0	0	0	4
3	1.75	0	0.25	0	0.25	0	1.75	4
4	3.5	0	0	0	0	0.5	0	4
5	1.5	0	0	0	0	0	0	1.5
6	0	0	0	0	0	0	0	0
7	0	0	0	0	0.5	0.25	0	0.75
8	0	0	0	0	0	0	0	0
9	2.25	0	0	0.5	0	0	0	2.75
10	0	0	0	1.25	0	0.5	1	2.75
11	2.5	0	0	0	0	0	0	2.5
12	4.5	0	0.75	0	0	0	0	5.25
13	1	0	0.25	0	0	0	0	1.25
14	2.5	0	0	0	0	0	0.5	3
15	2.5	0	0	0.5	0	0	0	3
16	0	0	0	0	0	0	0	0
17	1.25	0	0	0	0	0	0	1.25
18	0	0	0	0	0	0	0	0
19	0.5	0	0	0	0.5	0	0	1
20	0	0	0	0	0	0	0	0
21	0.75	0	0.5	0	0	0	0.25	1.5
22	0	0	0	0	0	0	0	0
23	0	0	0	0	0	0	0	0
24	0	0	0	0	0	0	0	0
25	1.5	0	0	0	0	1.5	0	3
26	0	0	0	0	0	0	0	0
27	0	0	0	0	0	0	0	0
28	0.25	0	0	0.5	0	0	0	0.75
29	3.5	0	0	0	0	3.5	0	7
30	3	0	0	0	0	0	0	3
31	0	0	0	0	0	0	0	0
TOTAL	36.75	0	1.75	2.75	1.25	6.5	4	53
	69.3%	0.0%	3.3%	5.2%	2.4%	12.3%	7.5%	

Chris Malley - PixelZoom, Inc.

Acid-Base Solutions

June 2010	Design	Code	Debug	Changes	SUBTOTAL	Notes
1					0	
2		4			4	
3		1.75			1.75	
4		3.5			3.5	
5		1.5			1.5	
6					0	
7					0	
8					0	
9		2.25			2.25	
10					0	
11		2.5			2.5	
12		4.5			4.5	
13		1			1	
14		2.5			2.5	
15	0.25			2.25	2.5	
16					0	
17				1.25	1.25	
18					0	
19			0.25	0.25	0.5	
20					0	
21		0.75			0.75	
22					0	
23					0	
24					0	
25		1.5			1.5	
26					0	
27					0	
28		0.25			0.25	
29		3.5			3.5	
30		3			3	
31					0	
TOTAL	0.25	32.5	0.25	3.75	36.75	

Chris Malley - PixelZoom, Inc.

Capacitor Lab

June 2010	Design	Code	Debug	Changes	SUBTOTAL	Notes
1					0	
2					0	
3					0	
4					0	
5					0	
6					0	
7					0	
8					0	
9					0	
10					0	
11					0	
12					0	
13					0	
14					0	
15					0	
16					0	
17					0	
18					0	
19					0	
20					0	
21					0	
22					0	
23					0	
24					0	
25					0	
26					0	
27					0	
28					0	
29					0	
30					0	
31					0	
TOTAL	0	0	0	0	0	

Chris Malley - PixelZoom, Inc.

Translations

June 2010	Design	Code	Debug	Other	SUBTOTAL	Notes
1					0	
2					0	
3				0.25	0.25	2388
4					0	
5					0	
6					0	
7					0	
8					0	
9					0	
10					0	
11					0	
12			0.75		0.75	2406
13			0.25		0.25	2406
14					0	
15					0	
16					0	
17					0	
18					0	
19					0	
20					0	
21				0.5	0.5	2033
22					0	
23					0	
24					0	
25					0	
26					0	
27					0	
28					0	
29					0	
30					0	
31					0	
TOTAL	0	0	1	0.75	1.75	

Chris Malley - PixelZoom, Inc.

Common Code

June 2010	Design	Code	Debug	Other	SUBTOTAL	Notes
1					0	
2					0	
3					0	
4					0	
5					0	
6					0	
7					0	
8					0	
9				0.5	0.5	2396
10				1.25	1.25	2400,2404
11					0	
12					0	
13					0	
14					0	
15				0.5	0.5	2410
16					0	
17					0	
18					0	
19					0	
20					0	
21					0	
22					0	
23					0	
24					0	
25					0	
26					0	
27					0	
28		0.5			0.5	Piccolo coordinate systems
29					0	
30					0	
31					0	
TOTAL	0	0.5	0	2.25	2.75	

Build Process

June 2010	Design	Code	Debug	Other	SUBTOTAL	Notes
1					0	
2					0	
3			0.25		0.25	Fix broken Eclipse search index
4					0	
5					0	
6					0	
7			0.5		0.5	fix Eclipse classpath
8					0	
9					0	
10					0	
11					0	
12					0	
13					0	
14					0	
15					0	
16					0	
17					0	
18					0	
19			0.5		0.5	Eclipse problem with moving-man-ii migration
20					0	
21					0	
22					0	
23					0	
24					0	
25					0	
26					0	
27					0	
28					0	
29					0	
30					0	
31					0	
TOTAL	0	0	1.25	0	1.25	

Chris Malley - PixelZoom, Inc.

Misc Sims

June 2010	Design	Code	Debug	Other	SUBTOTAL	Notes
1				0.25	0.25	2387
2					0	
3					0	
4			0.5		0.5	Sound 2386,2389
5					0	
6					0	
7				0.25	0.25	discuss Scala issues for motion-series
8					0	
9					0	
10			0.5		0.5	motion-2d 2401, Lac-operon 2403
11					0	
12					0	
13					0	
14					0	
15					0	
16					0	
17					0	
18					0	
19					0	
20					0	
21					0	
22					0	
23					0	
24					0	
25			1.5		1.5	Glaciers 2424
26					0	
27					0	
28					0	
29		3.5			3.5	Moving-man collaboration with Sam
30					0	
31					0	
TOTAL	0	3.5	2.5	0.5	6.5	

Chris Malley - PixelZoom, Inc.

Misc Other

June 2010	Meetings	Reports	Other	SUBTOTAL	Notes
1			0.5	0.5	2347
2				0	
3	1.5		0.25	1.75	2352
4				0	
5				0	
6				0	
7				0	
8				0	
9				0	
10			1	1	2402
11				0	
12				0	
13				0	
14		0.5		0.5	
15				0	
16				0	
17				0	
18				0	
19				0	
20				0	
21		0.25		0.25	
22				0	
23				0	
24				0	
25				0	
26				0	
27				0	
28				0	
29				0	
30				0	
31				0	
TOTAL	1.5	0.75	1.75	4	