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GROUP MEMBERS

process report

# Week 1:

## Group work:

Generally discuss about the group working environment. Investigating the tools for drawing the diagrams such as Microsoft Visio, Astah professional and online tool called https://www.draw.io/. The draw.io is selected since it is an online tools and free, therefore; it is more convenient to use without any installation required

We mainly work on designing the main state diagram and attributes individual tasks.

## Tasks division for implementation

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| --- | --- | --- |
| Tasks | Responsible members | Status |
| Doing basic class diagram | Thanh | Done – It is needed to discuss in group. |
| Doing description of the class diagram and mail the documents to the teacher. | Bilal |  |
| Doing the description for the state diagram and keep track of status document/group discussion. | Michel |  |
| Redraw the state diagram on draw.io tool | Zirui |  |

## Assumptions:

We assume that first the user has to select the program that he wants then he can do the payment.

## Questions:

- What should we do for the specification & implementation of Hardware class?

- Should we have a general state diagram or should we also have a very detailed state diagram for each

- Should we have an end state? Or after the main wash it can just go to initial state?

- Should the association between the LaundryMachine class, ProgramExecutor and Program setting are composition associations?

# Week 2:

## Group work:

We discuss about some doubts that we had about the interfaces. Then we make sure that everyone have the hardwares that are necessary for our work. We separate the workload between each other.

We mainly work on designing the main state diagram and attributes individual tasks.

## Tasks division for implementation

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| --- | --- | --- |
| Tasks | Responsible members | Status |
| Implementation and testing of interfaces called “IProgram” and “ICoin” | Thanh |  |
| Implementation and testing of interfaces called “ILock” and “ISoap” | Bilal |  |
| Implementation and testing of interfaces called “IWater” and “IMotor” | Michel |  |
| Implementation and testing of interfaces called “ITemperature” and “IBuzzer” | Zirui |  |

## Assumptions:

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## Questions:

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