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6/7: Read through requirements, draw out design to understand what each class is meant to do. First try implement of Event class, testing all the way.

= Constructors & Destructors

= All get\_\_\_\_() functions

= toString() function

6/8 – 6/9: Finish Event class, testing all the way.

= All bool functions

6/9 – 6/10: First try implement of Node class, testing all the way.

= All functions

= Test for memory leaks

6/10 – 6/16: First try implement of Scheduler class.

6/10 = Constructors & Destructors

6/10 = add() function, fulfilling requirements

6/11 – 6/12 = get\_\_\_\_() functions, bool functions

6/12 – 6/14 = remove\_\_\_\_() functions

6/14 = Test for memory leaks

6/15 = toString() function

6/15 = finish test.cpp