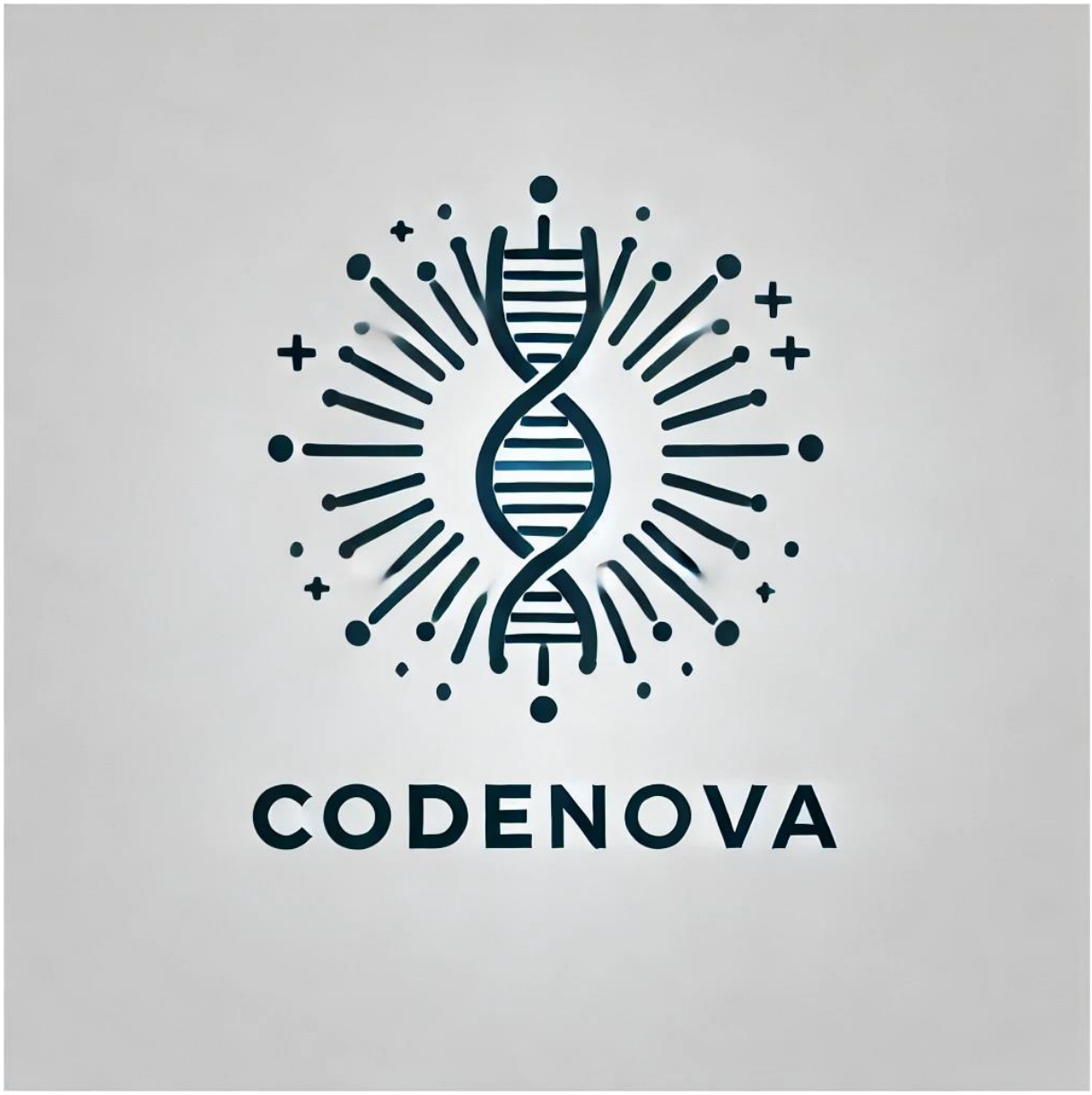
CODENOVA

Table of Contents

1. Team

#	Roles in the team
1	Gabriel Yanchev – Scrum Master
2	Zlatin Lazarov – Back-End developer
3	Cvetomir Stoilov – Front-End developer

2. Introduction

#	Introduction
1	*What is the product?* CodeNova is a cutting-edge project designed to create and sort genetic sequences based on user-defined traits. It allows users to specify desired characteristics, and the tool intelligently generates plausible DNA/RNA sequences corresponding to those traits.
2	*Main stages in the realization?* First Week – Create the idea and discuss how to go about it Second Week – Study our field Third Week – Start programming Fourth Week – Make final touches
3	*Communication?* Communication was realized through Microsoft Teams. Thanks to all the features and the provided visualization – on-screen communication and feedback were sufficiently completed.
4	*What technologies were used?* We used Visual Studio 2022 as IDE, C++ as a programming language, Microsoft Word for documentation, Microsoft Teams as a communication tool, Adobe Photoshop and Adobe Illustrator for the logo, Microsoft PowerPoint as a presentation tool, and Git and GitHub as a collaborative workplace.

3. Method and manner of implementation

#	Method and manner of implementation
1	*Productive work.* The tasks are presented in a way that everyone is aware of what's done and what isn't so that teamwork is more efficient and productive.
2	*Distribution of tasks* Each task is assigned to the team member who's most familiar with the field and would be able to complete it in the best and most efficient way possible.
3	*Communication* The progress was constantly observed by the Scrum Master. Weekly meetings were held so that everyone had up-to-date information about the state of the project and tasks could be distributed evenly and efficiently.

4. Summary

The program helps comprehend genetic sequences in a fun and accessible way. It has generating and sorting features and can also display the traits related to a sequence next to it for even better user experience.

5. Libraries

#	Which Libraries did we use?
1	*<Windows.h>* It contains declarations for all of the functions in the Windows API.
2	*<conio.h>* It includes inbuilt functions like getch() and clrscr().
3	*<vector>* It includes vectors and functions related to them.
4	*<map>* It includes maps and functions related to them.
5	*<string>* Provides support for such objects with an interface similar to that of a standard container of bytes, but adding features specifically designed to operate with strings of single-byte characters.

6. Block scheme