Raymond Elward

SE 450

2/14/2011

Final Project release 1

2/9/2011

Design: drew up some UML and thought about how it would work. Started examining Agent code to see how to implement timing into the project.

3 hours.

2/13/2011

Design: Worked on my diagram noticed notes for tomorrow’s lecture cover the agent. Hopefully that explanation will get my thought of how the object will interact together better.

2 hours

Coding: refractored the UI framework from assignment 3 over. Created a car interface and car object class. Created a test class for my car object.

3 hours.

Note: have been very busy with midterms this week, next week should have a lot more.

Week one total:

Design: 5 hours

Coding: 3 hours

Debugging: 0 hours