



Josh Gillham <usajoshgillham@gmail.com>

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## Team Birdfeedr Status Report #7

1 message

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Di Tran <thedi.ness@gmail.com>

Mon, Mar 30, 2015 at 1:09 PM

To: Josh Gillham <usajoshgillham@gmail.com>

Cc: Thomas Macari <tmacari09@gmail.com>, Wei Huang <wei.huang2012@gmail.com>, N Witt <nawitt8@gmail.com>, Miguel Roman-Roman <mromanro117@gmail.com>, Jody Paul <jody@acm.org>

Greetings, Dr. Paul! Here is Team Birdfeedr's weekly status update.

Our group decided to continue working over spring break, and we have had many accomplishments. First, we created a class that allows the GUI to know which exercise the user is working in. Second, we redesigned the GUIs so that the right click menu options only show up on exercises - it's not fully implemented, but it is designed. Next, we simplified our JUnit Test Runner component for easier integration into the project. The first iteration of the project is complete and ready to be seen! To wrap things up, we added a new policy to screen share team meeting notes while they are being taken.

We concurrently developed our presentation, and we are nearly done.

Team Birdfeedr

On Mar 30, 2015 11:48 AM, "Josh Gillham" <usajoshgillham@gmail.com> wrote:

This is much more understandable. Ty

On Mar 30, 2015 10:38 AM, "Di Tran" <thedi.ness@gmail.com> wrote:

Thanks for the feedback! Here is the new draft:

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On Mon, Mar 30, 2015 at 2:39 AM, Josh Gillham <usajoshgillham@gmail.com> wrote:

Thanks for your input, Wei.

Everybody, let's keep up our focus. We are almost done with this semester. I would like to finish strong. On the other hand, I would feel ashamed if we start making trivial mistakes now. So let's do our

best to ensure our work reflects a group of professionals. See you all in class.

-Josh

On Mar 30, 2015 12:56 AM, "Wei Huang" <[wei.huang2012@gmail.com](mailto:wei.huang2012@gmail.com)> wrote:

I apologize that I missed the part about the state manager. I didn't see that at all actually when I first read it and read reread it now. I only noticed it when you pointed it out so thanks for catching that. Instead of state manager, maybe say something about being able to have the GUI know which exercise we are on.

Us implementing and redesigning the GUI seemed fine. Giving an actual percentage might cause issues like him expecting us to know what 100% is, or why we think that's 100%. If we are saying the draft in class is 100% then technically we are finished since we have everything from the design in class which in itself is a bad idea since we rushed the last part of the draft. The right click part about only showing up on exercises is still not fully finished since we don't have the exercises folder/package name we need to do that. So say in a different sentence that we designed that part but haven't fully implemented it yet.

The simple Junit part seemed alright. Perhaps restate that you simplified it for easier integration in one sentence instead of two. Having it in 1 sentences does sound like backwards progress when pointed out.

Saying we worked on the presentation is enough, but I see what you were going with it. The 2nd sentence of that is iffy. Remove the last sentence at minimum.

Note to Josh: you're more experienced with these than all of us. Out of the 7 reports I believe you've done 5 of them so it makes sense that you'll catch a lot of issues. I'll be honest that I missed a lot though and I apologize for that.

On Sun, Mar 29, 2015 at 9:40 PM, Josh Gillham <[usajoshgillham@gmail.com](mailto:usajoshgillham@gmail.com)> wrote:

"state manager"

He is not going to understand what we have done and how this is meaningful progress towards our outcome. I recommend we describe the state manager more clearly. For example, this class allows the extension to track the current exercise and progress of the user (if that is correct).

"we implemented and redesigned the GUIs, and designed it in such a way that the right click menu options only show up on exercises."

He needs to understand that this accomplish means we are X% complete with the UI. We might also have to let him know that we are running late if we don't expect finishing the design that we drafted in class.

"simple version of a JUnit Test Runner component."

He knows we have a JUnit runner. So what does this accomplishment mean? Are we trying to say that we simplified and improved the JUnit and then integrated it into the extension?

"We concurrently developed our presentation by choosing the topic of design patterns, researched it, and created a message based off it. Those whose roles on the project were less important worked on it to reduce overhead."

Maybe we need to say that we are nearly finished with the presentation and leave it at that.

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In general, I think the status message is really important because it's the communication between us and JP. I am concerned that there were a lot of issues that I pointed out, but, other members of the group missed. Nate, Wei, Miguel, and Thomas, why is Di not getting proper feedback?

-Josh

On Sun, Mar 29, 2015 at 8:04 PM, Wei Huang <[wei.huang2012@gmail.com](mailto:wei.huang2012@gmail.com)> wrote:  
looks good

On Sun, Mar 29, 2015 at 3:14 AM, Di Tran <[thedi.ness@gmail.com](mailto:thedi.ness@gmail.com)> wrote:  
Hey all!

I've written the draft for our status update below. If you guys could check it and make sure it's accurate to what we've done, that would be great! I'll send it around 1 on Monday.

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Greetings, Dr. Paul! Here is Team Birdfeedr's weekly status update.

Our group decided to continue working over spring break, and we have had many accomplishments. First, we created a state manager. Second, we implemented and redesigned the GUIs, and designed it in such a way that the right click menu options only show up on exercises. Next, we created a simple version of a JUnit Test Runner component. Then we integrated these two into the project. The first iteration of the project is complete and ready to be seen! To wrap things up, we added a new policy to screen share team meeting notes while they are being taken.

We concurrently developed our presentation by choosing the topic of design patterns, researched it, and created a message based off it. Those whose roles on the project were less important worked on it to reduce overhead.

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