

Animated Algorithms Team Project - Patrick Prosser

Team Meeting 2:

Tuesday Oct 15th 12.05pm

Project:

Hash Table Demonstrator For Level 2 Students

General:

We supplied Patrick with 2 mockups in powerpoint, one detailing a rough layout for visualising the animation of the algorithm in action and the other a more detailed close up of the hashing function. He agreed they were both reasonable representations of what he wanted to see. He also suggested 'minimum spanning trees' as a possible future expansion for our demonstrator.

Further Functional Requirements:

Choice of at least 3 separate Hashing Algorithms.

Demonstrator is to show 'bad' hashing as well as 'good'.

Option for 'finding' as well as 'placing'

Further Graphic Requirements:

Animation should show 'finding' as well as 'placing'.

Animation to highlight whether hashing algorithm is 'bad' or 'good'

Further Other Requirements:

Documentation, information sheet

Testing:

No changes or further developments with regards to testing

The Next Steps:

Investigate the level 3 report template

Investigate 'Graphical Graphs' on Patricks website

Start coding the Algorithm

Start developing the GUI

Start writing the Documentation(Project Report/User Documentation)

Deliverables

Algorithm in code form so far

Skeleton Gui

Paperwork

Next Meeting: Tuesday 22nd October 12.05pm.