## **TURING MACHINE #81**

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## Gliederung

- I. Zielsetzung
- 2. Tech Stack
- 3. Klassenstruktur
- 4. Timeline
- 5. Besonderheiten und Probleme
- 6. Issues
- 7. Live Demo

- Turingmaschine mit Desktopanwendung darstellen
- → Vorhandene Turingmaschine speichern und laden
- Turingmaschine graphisch darstellen
- Turingmaschine Eigenschaften einprogrammieren





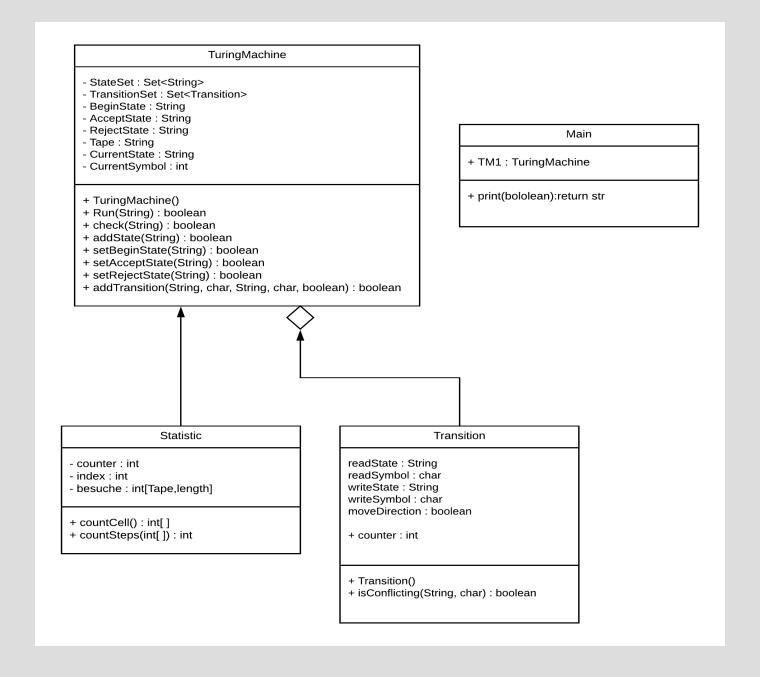


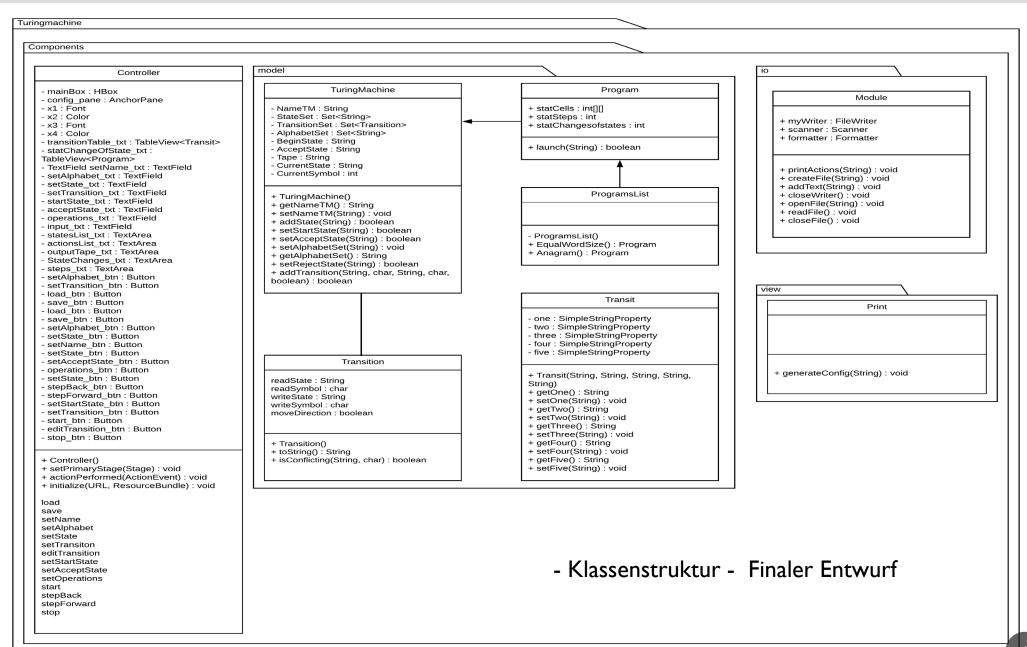








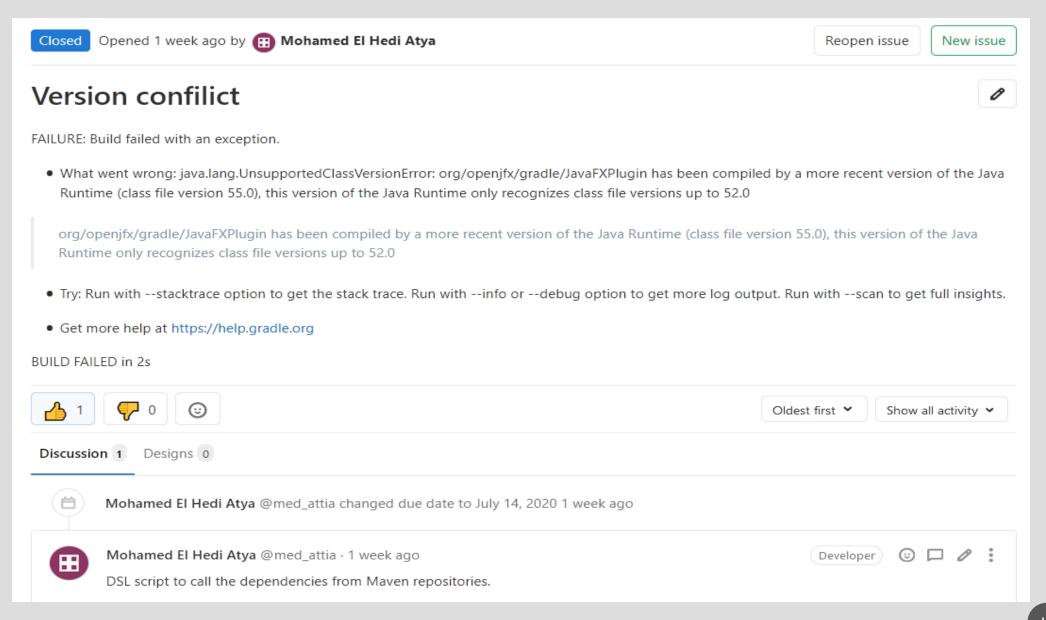


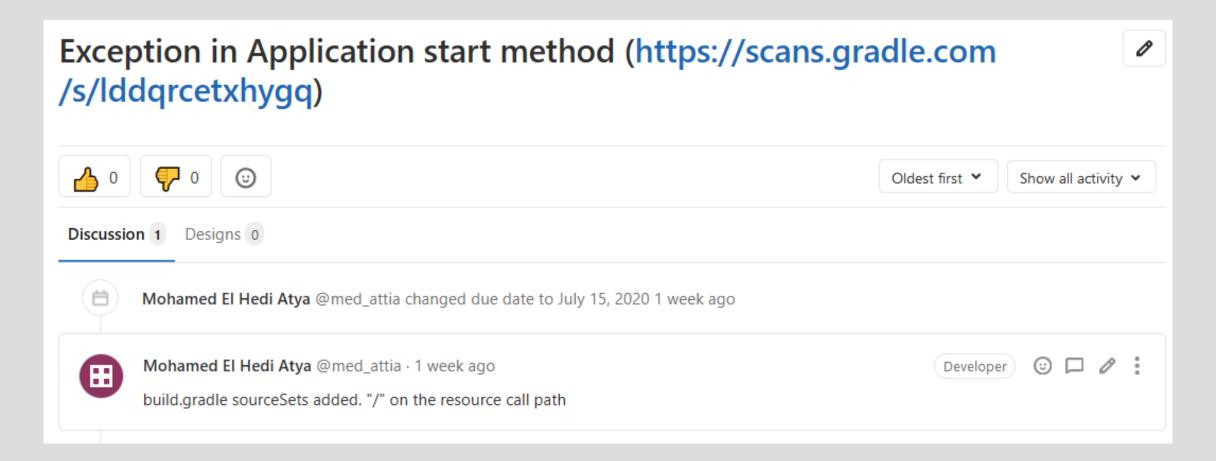




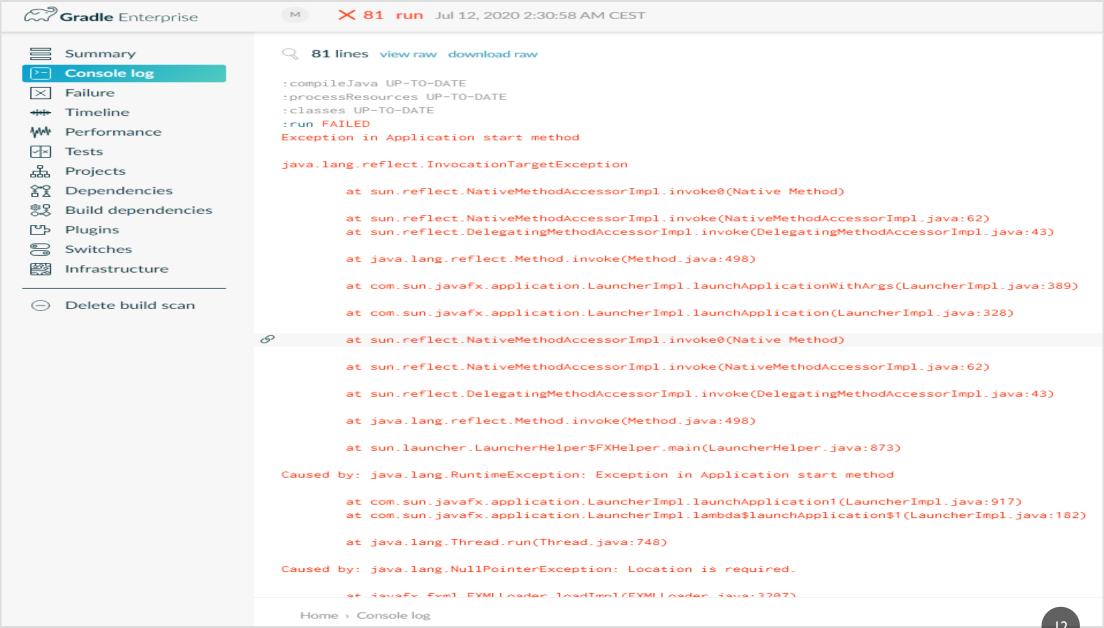
- № v0.6
- -o- d2288aa5 · v0.6 New GUI · 1 day ago
- № v0.5
- -o- 72f27912 · file manipulation, popups on save & load, GUI changes · 4 days ago
- ▶ v0.4 New package structure
- -o- dd2d99a0 · neue Packagestruktur · 1 week ago
- - Added new package structure to coordinate with MVC model
  - Base structure for included programs and user savings
  - Added conflict solutions to the Turing Machine (duplicate Transition bug)
- 0.2 Implemented Gradle with successful build
- -o- 31f2e6fc · Build successful and generated javadoc · 2 weeks ago
- 0.1 First running backend version of the program
- -o- df99be76 · Added package structure · 2 weeks ago

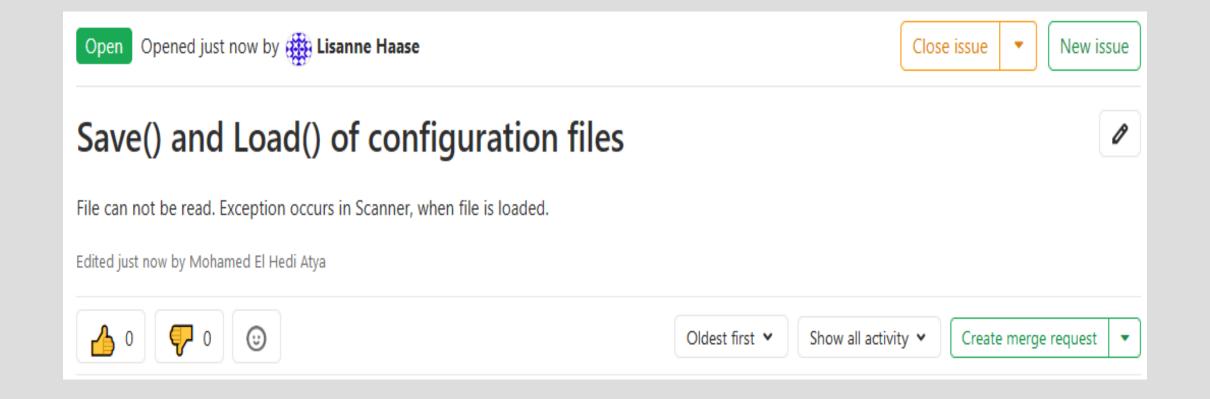
- Gruppenmitglied I nicht aufgetaucht
- Gruppenmitglied 2 ist abgesprungen
- Javafx SDK wegen Betriebssystemarchitektur (Ubuntu) nicht kompatibel
- → Neues Betriebssystem (Win 10) + Azul Zulu SDK Build
- Abhängigkeitsmanagement in Gradle





## Gradle Scan





## LIVE DEMO