## Report design

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| Section | Key Points to Cover | Links to Code Design |
| Class Structure | Overview of classes and relationships | UML diagram, responsibilities |
| Thread Safety | Synchronization strategy | synchronized blocks, locks |
| Atomicity | Combined draw/discard | Single synchronized operation |
| Agile Development | Iterative, pair programming | Mention driver/navigator |
| Data Flow | Ring topology, draw/discard pattern | Diagram or short example |
| OO Concepts | Encapsulation, composition | Class encapsulation choices |
| Design Rationale | Justify design choices | Trade-offs and reasoning |
| Performance Issues | Thread contention, I/O | Limitations and future fixes |

## Agile development workflow

1. Plan – Identify feature what will be built in iteration
2. Design feature
3. Implement design
4. Test feature
5. Review and improve

## Driver and navigator roles

* One codes and other thinks ahead
* Swap roles every iteration
* Record reflections briefly in dev log