**April 26, 2022**

* Decided on:
  + Group members
  + AGILE method (Kanban)
    - Found an online tool for the kanban board: <https://trello.com/icsunit2culminating>
  + Library system

**April 27, 2022**

* Worked on Kanban board
* UML diagram iteration 1

**April 28, 2022**

* UML diagram iteration 2
* Creating slides to keep track of Kanban Board progression

**April 29, 2022**

* Begin coding the core classes:
  + Handler
  + User (All subclasses of User)
  + Media (All subclasses of Media)
  + Fees
  + Transactions
  + Record (All subclasses of Record)  
    Log
* UML diagram iteration 3
* Sprint 1 meeting
  + Presenting current progress
  + Briefly explaining UML diagrams
  + Expressing thoughts on group work
  + Discussing documentation

**May 2, 2022**

* Trying to fix overlaps in UML iteration 3 arrows
* Method implementation in current classes

**May 3, 2022**

* finishing up classes
* implementing their methods
* Writing tests for unfinished classes

**May 4, 2022**

* finishing up classes
* implementing their methods
* Writing tests for unfinished classes

**May 5, 2022**

* Sprint 2
  + Showing code progress
    - Record, user record, handler etc.
    - Started some commenting
    - Code demo
      * Junit testing
      * Testing transfer method for book
        + Testing attributes of book
      * Testing dvd, e book, video games etc
    - Addressing why we chose to use junit testing -- dont have to write larger driver code files to test each class
* Planning goals for final sprint
  + Finish implementations
  + General clean up of code and revision
  + Finish testing
  + Implement main method, driver code
  + Add commenting
  + Functionalities to demonstrate
    - Borrow book, check in book, holds, renew, admimin can add users ban users, libraries cantransfer books, log records, users can pay fees etc.
  + Final UML
* Work division
  + Mike + Franklin -- finish revising and testing code
  + Grace -- commenting and working on final UML
  + Sophia -- Final UML and keeping up with documentation

**May 9, 2022**

* Finish commenting

**May 10, 2022**

* Final tweaks and submitting work

**May 11, 2022**

* Sprint 3 fina