

# 101 Solutions

Iteration 1

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# **1 Introduction**

The purpose of this document is to keep track of the ongoing development progress of the software application manager AppMan. In each iteration additional content will be added which will result in this document being an up to date and reliable method to view progress and current development plans and ideas. Content will include milestones reached, current goals and the current functionality of the software.

## **2 Milestones reached**

- Successfully tendered and accepted to complete this project
- Completed vision and scope document
- Completed an arcitechtrual design and documentation
- Completed a prototype GUI for AppMan

## **3 Current Goals**

Our next two main goals for the project:

### **3.1 Server & Client network communication**

- Goal: To create a reliable socket connection between the server and client applications, which will serve as a pathway between them.

### **3.2 Build transference**

- Goal: To establish a list of builds which will be recognized by the server application and the ability to copy the builds to the clients(Slave computers)

## **4 Functionality**

### **4.1 Graphic User Interface**

- A gui built in c++ and QT and deployable in both windows and linux.
- Easy to understand gui layout used

- A help form that will describe some of the workings of the program. This form will display how to add a build, and understand how the program works, etc
- Drag and drop capability on the gui, which will be incorporated with further development
  - Dragging the "drag" label to copy a build from master to slave(future development)
  - Dropping a file or directory on the "+ Add" Button(future development)
- Gui is capable running with or without the images that are to be deployed with it
- Gui Caters for other development
  - Copy files over from master to slave( with a progressbar indicating the file copy progress )
  - Running applications that have been copied to slave computers
  - SpinBoxes that can allow a large amount of slave computers or builds to be shown by the program