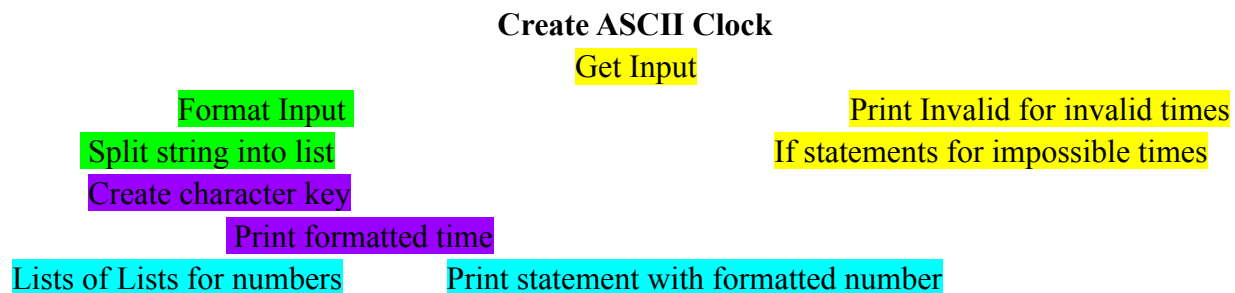


Group Members: Aidan Murphy ,Bobby Hao, Jay Ahlschwede, Israel Prado

## Top Down Design Hierarchy



**Assignments:** Bobby, Israel, Aidan, Jay

## Variables

a,b,c,d,e ##:Correspond to each character in the ASCII format to be printed

tin: string format of an inputted time

diglist: a list of digits that are in the time

time1: first character of the time

time2: second character of the time

time3: third character of the time

time4: fourth character of the time

## Test Cases

1. (1:00) Typical, Expected Output: 1:00 in ASCII
2. (2:44) Typical, Expected Output: 2:44 in ASCII
3. (12:59) Edge, Expected Output: 12:59 in ASCII
4. (3:59) Edge, Expected Output: 3:59 in ASCII
5. (4:60) Corner,Expected Output: Invalid time

## Questions

Q1: The difficulty of combining code was moderate, we tried to be specific with where to start/stop so that helped communication. It was challenging to compare variables, but once those were consistent it was more smooth. We also had a team member focused on integration as well. This left us with ideas of how to create separate parts that fit together better. One way would be to use a consistent key for general use variables, and work more dynamically as we create our code.

Q2: A major benefit is a lighter workload for each team member, which is always beneficial. This also allows for each piece of code to take a higher quality because the member working on it is focused on just it. This tends to lead to a more refined code project then integrating four solo projects. A drawback is that the initial plan has to work, because just

creating your piece of code doesn't guarantee a working, finished project. This method also seems to fail without good communication and teamwork.