| **Notes:(Record key insights from readings and discussions.)** |
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| **Brainstorm**   * **Benefits of Brainstorming**:  1. Brainstorm discussion of ideas with others which is a key for developing ideas. 2. Group brainstorming is often more effective at generating ideas than normal group problem solving 3. This concentrates on generating the ideas. 4. This improves the creativity of the Team members involved. 5. All team members are involved in this process. 6. During this process large number of ideas are generated. 7. Sense of ownership in decisions 8. Input to other tools  * **Key roles in brain storming:**  1. **Facilitator:**  * he is not the leader of the group. * He Might be involved in some of the external issues * He moves the process forward until the time runs out. * If no one have any ideas facilitator can stop and can start a new session  1. **Brainstorming process:**  * Firstly, write down the all the ideas, that you get. * Then refine the ideas.   **3. Multi voting:**   * This mechanism gets rid of the ideas. * Each individual member is given votes (5 to10votes). * Voting is done in secret way and no one can see it.   **4. Multi voting process:**   * Generate a list of items (see directions for Brainstorming). * Combine similar items into groups that everyone agrees on (see directions for Affinity Grouping). * Number each item.   **5. Key benefits of multi voting:**   * It is done in secret way, so everyone can give genuine vote. * The ideas that have least votes are removed. * In this way the ideas are refined.   **Requirements for double calculator FSM:**   1. The calculator should compute all the operations (including square root) and does not show compiling errors. 2. The error that is displayed should specify the error. 3. No other functions or operations should be added. 4. Authorship which is shown at the top of each Java source file should show the student as the author of the additions done with Lynn Robert Carter as the author of the baseline. 5. Error message should take advantage of various FSM to print out the error message. 6. All code should be similar to the base line code**.** |

| **Deliverable Status** | | | | |
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| **Deliverables** | **What did you plan to accomplish** | **What did you actually accomplish** | **Size** | **Effort** |
| Double calculator FSM | To work on the calculator to print the friendly error messages. Specify the error messages. | Working on the calculator to print out the error messages, that specifies the user to correct the error. | 30% | 1 hour |
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