Jeremy GallagherToday at 4:44 PM

Hello

HaileyToday at 4:45 PM

hello, glad to hear the code works in android studio. I will have to create something that reruns it if there are not enough vowels, but I figured an alert works for now

JonErikToday at 4:46 PM

Hello all

HaileyToday at 4:47 PM

hello

Jeremy GallagherToday at 4:47 PM

Hello

I changed the dictionary API to oxford

HaileyToday at 4:47 PM

better function?

Jeremy GallagherToday at 4:48 PM

it was easier to establish a connection with and authorize

HaileyToday at 4:48 PM

ok

JonErikToday at 4:49 PM

Oxford is good!

I think there needs to be at least one vowel on every grid. But can be many

Much more difficult with fewer vowels

HaileyToday at 4:50 PM

I currently have it set to give a message if there are less than 2

Jeremy GallagherToday at 4:50 PM

also thinking ahead, we are going to need to keep track of words that have already been used

JonErikToday at 4:51 PM

That's right, can't post two of the same

HaileyToday at 4:51 PM

probably save to an array and then search it

Jeremy GallagherToday at 4:51 PM

do we want to change it to just recall the function if there aren't enough vowels? or change the last input to a vowel

HaileyToday at 4:52 PM

changing the last input would work and guarantee at least 1 vowel. I ran it 3 times in a row and got no vowels

recalling the function would work as well but it might run a couple time

Jeremy GallagherToday at 4:53 PM

Yeah changing the last input would be a little more efficient

JonErikToday at 4:54 PM

Well, we're supposed to not solve problems during scrum, lol. But, could change the last input for at least one vowel. Would be better to randomize number of vowels too

Jeremy GallagherToday at 4:54 PM

just select randomly out of only vowels

JonErikToday at 4:54 PM

Yeah, like that

HaileyToday at 4:54 PM

that wouldn't work well if it came back with a u

JonErikToday at 4:54 PM

Why?

HaileyToday at 4:55 PM

how many words can you think of that only have the vowel U?

there are not many, most have ou

JonErikToday at 4:55 PM

Luck truck suck muck shun flux hundreds

HaileyToday at 4:56 PM

that would be a more challenging level, especially if you didn't have c k or n

Jeremy GallagherToday at 4:57 PM

RNG game

HaileyToday at 4:57 PM

anyhow, we will work on that later, what did you do today

what are you doing tomorrow

I forget the last question

JonErikToday at 4:58 PM

Its more challenging with one of ANY vowel so would be nice to randomize the number of vowels so you have difficult grids and easy ones

HaileyToday at 4:58 PM

that is true

JonErikToday at 4:59 PM

I did put together an assignment document for us to turn in. Do ya'all get it?

Jeremy GallagherToday at 5:00 PM

Looks good, what do we do with the transcripts? Just submit them along with the assignment?

Provide the written transcript showing that the scrum team held a sprint planning session to review and prioritize the product backlog. See #2 above.

JonErikToday at 5:02 PM

I put in screen shots of where you put them on GiT along with where to access them. But, we could just copy and past the actual transcripts into the document

\*paste

Or, we could put them into a separate document altogether and include that in the zip file

HaileyToday at 5:03 PM

it doesn't really say, we could put both in a folder and zip it and submit that

lol

Jeremy GallagherToday at 5:04 PM

I will compile them into a master transcript and start doing it that way

HaileyToday at 5:04 PM

alright

JonErikToday at 5:04 PM

Okay that is good. Put it in a word doc?

Jeremy GallagherToday at 5:04 PM

Yeah

JonErikToday at 5:05 PM

Okay that should work just fine.

What I'm doing is putting the assignment doc, and any docs that we completed during the unit into a folder and zip it

Oh, plus the review doc too

HaileyToday at 5:06 PM

alright, I will do the same. Anything else, we are over time

JonErikToday at 5:06 PM

Nothing from me.

See you tomorrow night?

Jeremy GallagherToday at 5:07 PM

Nothing here, gonna start on a new task

HaileyToday at 5:07 PM

see you tomorrow

JonErikToday at 5:07 PM

Goodnight everyone

Jeremy GallagherToday at 5:07 PM

goodnight