

### Criterion B: Record of tasks

Task number	Planned action	Planned outcome	Time estimated	Target completion date	Criterion
1	Initial brainstorming of possible project ideas	A long discussion with my computer science teacher gave me insights on possible topics.	1 day		A
2	Contact client.	Discuss the possibility of digitizing her business procedures.	1 day		A
3	Discussion of the details of the project with client.	Discussion of the details of the project with client.  Research into the scope of Java in solving these problems and list of the ideas that needed to be studied	1 week		A
4	Second discussion with client, further clarifying elements of the project.	Because intense research had been done on the scope of Java, some of the details needed to be modified, or cancelled altogether.	1 week		A
5	Learn some of the more developed gui concepts of Java.	The concepts not covered in the IB syllabus but necessary for the project had to be learnt.	1 month		A
6	Fix a schedule and development method for the		2 days		A

	project.				
7	Define all the success criteria and verify it with the client one final time.  Also, cross check it with the computer science teacher		1 day		A
8	Begin working on the UML diagrams to establish the required class relationships.	Outline some of the classes and their possible components	4 days		B
9	Begin working on algorithms to develop the logic required for meeting the success criteria.		2 weeks		B
10	Draw more UML diagrams to clarify the role of each class in the project.		4 days		B
11	Begin documentation of Criterion A		3 days		A
12	Begin development of the User Interface of the project		3 weeks		A
13	Show the user interface, after completion (lacking any functionality to the client	Get feedback for further modification	1 day		C
14	Begin working on		3 months		C

	the Internal mechanisms of the project.				
15	Contact client	Get some small necessary modifications in the working of the product approved by the client	1 day		C
16	Show a rough version of the product to the client.	Receive feedback for further modification.	1 week		C
17	Suggested modifications implemented on the project.		2 weeks		C
18	Software handed down to client for alpha testing	The client was supposed to use the product for a duration of two weeks in her retail store and report any bugs or other troubling problems.	2 weeks		C
19	Attempts at debugging the code.	<p>An error resulting from buffer overflow detected, while generating id numbers. A large quantity of input at once led to the system crashing.</p> <p>Even after several attempts, removal of this problem proved impossible.</p> <p>A second problem arising from stockselection found. Even this could not be solved after many trials.</p>	1 week		C

20	Slightly updated product that demanded less memory space handed over to the client for testing	The client had to give her feedback as to whether the program met the expected requirements or not	2 weeks		C
21	Began working on the documentation of Criterion B and C		1 week		B, C
22	Project deployment methods and inclusion of the JDK environment in the installation package learnt.		4 days		C
23	Project converted into jar and then into exe		1 day		C
24	Setup folder created along with the jdk environment		1 day		C
25	Hand over final setup file to client for daily use.  A solution to the two problems could not be found, so they remained in the final version.	Install the program in all of the client's computers and receive feedback	2 weeks		E
26	Note down possible future endeavours using feedback received from the client		2 days		E

27	Recommendations from my computer science teacher to improve the quality of code to make it less tedious also noted down		2 days		E
28	Product demonstration videos produced		1 day		D