<p style="text-align:center">Code Review for SoftDes 2015 - Team D
Joey Maalouf, Tom Heale, Keenan Zucker
Firecracker</p>

1. Background and context

What information about your project does the audience need to participate fully in the technical review? You should share enough to make sure your audience understands the questions you are asking, but without going into unnecessary detail.

We sent out a reading on PyGTK, a graphical library for Python that we relied on heavily for this project. A basic understanding of the features available in this library, about creating and managing windows, would help the audience better understand this code review. It would also be helpful that they remember about the information we discussed last review, such as the basics of what Rainmeter is, the application we are trying to emulate in Ubuntu. Moreover, it's important for the audience to understand how we are using a configuration file to write the widget. Since the config file isn't writing in python, it may be confusing to understand. We tried to simplify the syntax, but an understanding of parsing for information from files would also be a necessity to understand how we are organizing and writing our code.

Key questions

What do you want to learn from the review? What are the most important decisions your team is currently contemplating? Where might an outside perspective be most helpful? As you select key questions to ask during the review, bear in mind both the time limitations and background of your audience.

We want to learn first about the structure of our code:
Does the UML diagram make sense?
Is the flow and transfer of information between classes a logical way to implement our code?
How easy is it to create a widget using our config file generator?
What would you change about it to make it easier to use?
How can we implement a live news scrolling widget?
How can we implement a button/hotkey to bring widgets to font?

2. Agenda for technical review session

Be specific about how you plan to use your allotted time. What strategies will you use to communicate with your audience?

- Remind the audience of our project and goal
- Begin by explaining three files and the code within
- Give a brief overview of each file and why we wrote it like that
- Show the UML diagram and information flows
- Split up the audience into two teams and have them interact with the GUI and widget creator
- Get feedback on the configuration file generator
- Ask about the next steps
  - How can we implement the live new stream?
  - How can we create a button/hotkey to bring everything forward?