Sprint #0 Report

John Chirpich

1. Key Decisions

Object-oriented programming language	C++
GUI library	FLTK
IDE (Integrated Development Environment)	VSCodium
xUnit framework	Catch2
Programming style guide	GNU Coding Standards
Project hosting site	Github.com

GitHub Project Link: https://github.com/johniscool1/cs-449-project/tree/master
Sprint 0 pre-built windows executables: https://github.com/johniscool1/cs-449-project/releases/tag/sprint0

2. Unit Testing

For Unit testing, I used Catch2. I choose it becuase I thought it was a lot simplier than the other ones I looked at and the source code was only 2 files.

https://github.com/johniscool1/cs-449-project/tree/master/sprint0/unit_testing_ex

3. GUI programming

I choose FLTK for the GUI library becuase it is similiar to Xforms (x11 library) which I have used before. I ultimatly choose FLTK over Xforms becuase FLTK is cross platform and more modern compared to Xforms.

https://github.com/johniscool1/cs-449-project/tree/master/sprint0/gui_fltk_example