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This week:

I am from empty coffee cups group, for our project we are implementing sorting algorithms in a simpler way which helps everyone in understanding the concept. Our project is divided into three phases this week I tried working on first phase of our project which relates to learning process of an algorithm.

First phase basically consists of set of numbers which are to be sorted and two buttons (step and reset) to track the algorithm and understand clearly what is happening in the code. As of this week am done with basic UI of one sort which can be reusable to other sorts with slight modifications. In coming couple of days I will implement the at least one algorithm which into the UI then followed by other algorithms.

My part in this project is to create animation and testing part for bubble sort, quick sort and merge sort algorithms. In coming week, I would complete my bubble sort algorithm execution with phase two implementation of the algorithm. With this velocity I might complete my part of coding within 3 weeks which will lead to further enhancement of code to connect it with multiplayer

Since my XP value is simplicity, I am trying to use the UI interface in a simple yet productive way in helping a person understand sorting algorithms. I am trying to write clean and clear code understandable by every developer and easy to use for everyone.