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At first our team established specific responsibilities of what each class was responsible on a basic level. For instance the input Dialog class was responsible for receiving the input to provide for the other two classes, the input processor was responsible for computing the string for the written amount, and the output dialog was responsible to display the finalized check. We then specified the specific tasks that weren't so obvious. To create an equal dispersion of the task we assigned the input checking to the input dialog class, incrementing the check number to the input processor class, and the continue function to the output dialog class. This set up, however, proved to be troublesome for the actual implementation. When we started focusing on who was going to get the main function, it was clear that the smoothest way to approach the event driven code was to keep main in the input dialog since it contained the next button push function to handle the action from the user. We then moved the continue function and the incrementing check number to the input processor as well to provide a simpler interaction between the classes.

Our lessons learned were to provide a much more solid ground of planning before any bit of implementation. We had a slight learning curve since we were becoming accustomed to the Java syntax, as well as, the PSP protocols applied to working with a group. This was a good way to get us ready and has helped our understanding for the following projects.