Software Project Documentation

Logic Simulator

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**The Project was divided into several task and iterations:**

1. All team members individually studied C# using Lynda videos.
2. Use cases and Class diagrams were developed by Magdy, Mohamed and Sherif.
3. Shady Hany , The C++ code that was studied in Dr.Hazem’s lectures was converted to C# by him.
4. Sherif Held a very fast session for us and gave us the basics of graphics in windows forms.
5. Shady Hany gave us the ideas of putting images on buttons and implemented it creating buttons with images.
6. Magdy made the toolbox and its buttons and allowed it to be dragged in any place in the form.
7. Sherif and Mohamed could make Gates drawn by graphics when clicking on Buttons on toolbox.
8. Then Magdy and Mohamed Ismail contributed to instantiating Gates not graphics when clicked on buttons of the toolbox.
9. Magdy had given to the team the idea of using UserControl instead of gates instantiating.

10) Mohamed Ismail could generalize this ideas on All Gates

11) Sherif added the feature of drag and drop when gates are instantiated.

12) Magdy and Mohamed Ismail could simulate each gate individually using checkboxes and RadioButtons.

13) Magdy had found a patch called PowerPacks which can be used to draw some shapes and make objects

14) Mohamed Ismail could use PowerPacks to draw nodes.

15) Magdy developed a button which can be used to draw a line object from PowerPacks between any two clicked points in the form.

16) Mohamed improved (Magdy and Mohamed) work on moving gates on the form.

17) Connection between gates by Magdy and modified by Mohamed.

GitHub Repo URL:

https://github.com/magdyhafez/Logic-sim.git