**Unit 3 Status Report**

Date: May 3, {2018}

To: George Peck

From: {Ian Chiu}

Subject: Status Report {Period 1}

Accomplishments:

* We made the project into a repository on github.com. This would allow us to be able to share our code with one another without the trouble of the codeshare.io problems.
* We learned how to use github.com, because it is a very confusing website to understand. For example, we learned how to push the parts that we changed in the code onto the repository online. This would be helpful because then our whole group would be enabled to see what the other group members’ progress on their parts of the projects.
* We learned how to pull the parts of code that we need from the github.com repository. This would be beneficial because it would allow for us to be able to change and see the code, and also because some for the code that we might have to test might be dependant on the other people’s code first.
* We planned the UI that we wanted for this program, because it was hard to decide how many people should be in every group produced by our program. Then, be planned how we were going to implement that into code, because that is the difficult part of the UI design. We decided to put Ian Chiu on this part.
* We also further refined our project plan as a whole. We decided to use averages instead of standard deviations to calculate which people would make compatible partners in a group with other people. This would be helpful because the people are going to be working with each other and so they must be happy in their groups and with people that they like.
* We had our first conference/meeting as a group. We talked about very controversial issues such as how our graphic user interfaces were going to look when they were completed and also which informations would be presented where. We also discussed how the student class would work, for example, what types of variables it would have and the types of data structures that would be incorporated into each of the other classes. It was overall a very productive meeting, and we are nearly finished on the planning aspect of this final project.
* Our wonderful graphics design manager finished the code for the first login graphic user interface. Based on the meeting that was mentioned earlier, we made the graphic user interface so that the user can input his/her name, which will be displayed in a box on the screen. There will also be a GPA presented, and also a button for rating others. The rating system is linked to another class, but that is okay because we will continue on and work on the other classes in the future so that our work is perfect and polished as can be.

Problems/Risks: {What problems occurred or what risks exist that my affect the delivery schedule of the product?}

* Some problems that we came across this week occurred during our very serious conference meeting that our group held in class on Thursday. We all had an overall idea for how our project was going to look when it was complete, but the ways of implementing the classes and incorporating different data structures struck us a paralyzing blow. It was very hard to decide which to use because there was so much room for exploration, for adventure. Some people thought that we should use a three dimensional array, because that person wanted to make a complex version of the program which would make groups of 3 or more. However, other people agreed on the fact that we should first make the program work for groups of two and then expand it so that it will work for more people.
* Another problem that popped up during the meeting was that we didn’t know what to put in the other helper classes that the graphic user interfaces would in the future be linked to so that our program would work as expected by our hardworking and dedicated team. We all agreed on the fact that the student class should have everything that was included in our already-completed graphic user interface for the students. We knew that there had do be a name and a GPA and also a button that would sort the other students. These would all be presented to the student when he/she first enters the application, because it will be like setting up his/her profile. Then, there would also be a map of all the other registered users that the student can see, and then rate to see if he/she would want these students in his/her group or not. This was all fine, but then we needed to make sure that once again the data structures were the correct ones in that they are the most efficient and also part of the requirements. One group member came up with the plan of having the array mentioned earlier, so that the student can rate his peers. Then, there would also be a priority queue for the people who have seen his/her profile and have rated it as well. This would make it so that the student could go out and rate his/her peers and also see how his/her popularity is with the other classmates. Everything will go into a large Classroom class, which will contain an array of students as well as the rating algorithms.

Next Steps: {What will you be doing during the next week?}

* Next, the squad will be looking forward to conquer the second graphic user interface, which will allow the user to individually rate every other person in the classroom. This will be very innovative because we have decided to use a map of the whole classroom, with the key being the person’s name. When the user sees this and goes to the graphic user interface, he/she can then rate the people in the map and give them a score from one to five. The above numbers may be changed in the future for efficiency purposes or just running time in general, but this is what we have planned so far. It is still a very abstract because we have not even completed the student class, as we have been learning how to use GitHub.