

Meeting Agenda

Date: 2015-04-20

Facilitator: Erik Forsberg

Participants: Erik, Michael, Johan, Patrik

1. Objectives (5 min). Resolve any issues preventing the team to continue.

No preventing issues to handle.

2. Reports (15 min) from previous meeting

Patrick have created a first mockup in Swing that we can work with to present some sort of working use case to present.

3. Discussion items (35 min)

Fields and variables for each of the model classes listed on whiteboard. These will be created according to the model UML diagram.

Discussion on circular dependencies with activity and alarm/notification.

4. Outcomes and assignments (5 min)

Create model classes and start to implement the controller.

- From outcomes, 1), 2) and 3) (re)assign each groupmember issues to solve.

Patrick: Continue with GUI

Michael: Start with controller

Erik: Create Activity and Contact with setters and getters

Johan: Create ContactGroup, Alarm and Notification classes with setters and getters

5. Wrap up

- Write down unresolved issues for next meeting.

Ask the teacher how to handle possible circular dependencies with alarm/notification

- Time and location for next meeting

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