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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. In our projects we are implementing in levels which starts with easy algorithms in the start. So I started working on bubble sort algorithm this week. The UI of project consists of array of numbers with two buttons step and reset. On clicking step, the operation is performed.

This week I tried to implement the bubble sort algorithm and was successful in creating the animation which shows algorithm. There are still few changes in the display once those are done I will try the same animation with quick sort and also merge sort. Then later in week time I will move to next section of our project which will enable the player to implement what they learnt by actually swapping the values to sort the given digits into a sorted array of digits.

My XP value is simplicity, So I am trying to create an User Interface which is simple and easy to understand .I and My team mates also discussed on this point and sorted the issue on how simple we can create the User Interface.