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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. Since I have completed working on bubble sort algorithm till previous week, I started working on quicksort this week and also created whole world of the game where transition from one world to another takes place with clicking buttons. In Quicksort the UI of project consists of array of numbers with two buttons step and reset. On clicking step, the operation is performed.

This whole week I have changed a lot in User interface of the project and made the code user friendly and easy to understand. In coming week, First few days I will work on quick sort and merge sort and then move to phase 2 of the project which involves user to play a game and count points when user submits the correct values. Then the following integration would be to make the game multiplayer and help user to challenge his or her friends and have a fair competition in learning sorting algorithms.

My XP value is simplicity, So I am trying to create a 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. Thus I am progressing in a right direction to help our team complete the project in the given time