

## **Meeting Log for Iteration 2:**

**Meeting 1:** March 1 2023, Wednesday. 11:30 AM to 1:30 PM

**Who:** Nikhil, Fahad, Adil, Jay, Yaqub

**Mode:** In person

**Summary:** - Looked over past material of what was completed and what work is left with respect to Iteration 1

- Completed any unimplemented material from Iteration 1
- Iteration 2 code features planned, and classes developed
- Full UML formed, and classes implemented for Calendar application updated onto GitHub
- Junit's integration tests for Iteration 2 code implemented based on features planned
- Mark reminder as done & add customizable reminder sounds feature added
- Modified and group revision of planning based on new features to update onto GIT repository
- Implement MySQL-based database elements to program
- Persistent data storage mechanism structured and implemented for database component of calendar
- Light/Dark mode for Calendar feature added to program

**Meeting 2:** March 8 2023, Wednesday. 11:30 AM to 1:30 PM

**Who:** Nikhil, Fahad, Adil, Jay, Yaqub

**Mode:** In person

**Summary:** - Common interface implemented into program

- Dependency injection automation between the database and source code for calendar app
- Explicit folders and java files created for different testing units for integration, interface and persistence
- Ability to categorize events by color & importance implemented
- Add/Delete reminders & repeat reminder feature added
- Refactor database, source code, and test code files in GIT and GitHub repositories
- Wiki update to major updates in Iteration 2
- Revised architecture diagram for system structure of application
- Documentation updates for all new added code and corresponding files
- Introduced ability to import/export Calendar into Email or CSV data sheet form for Excel into Calendar
- Finalized outlook on how final Calendar product will look and work on the backend
- Import/Export calendar templates implemented into Calendar application system
- Front end interface structure finalized and designed for implementation in