

work item row	day col								
		data structures	driver	language processor	demonstration processor	output processor	image processor		
January 21	1	1) create dictionary	5) connect pointer to mouse and typer to keyboard, and demonstrate baby driver	1.5) create scribe from existing OS speech-to-text programs	3) create watcher connected to the keyboard and mouse; prep data for primitive mapper	4) create logger and console window	19) create text finder; search for a character recognition lib		
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	6	6) create transitions table and state variable							8) create speaker using existing OS text-to-speech programs
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February 1	11	7) create grammar tagger and connect to dictionary		9) create action finder to find associated actions given a command		23) create prompter to open dialog windows	20) create image compressor; find library and decide on output type		
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	16					24) extend prompter to handle responses			
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	18	12) create actions with initial primitives							
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22	13) create primitive action state dests and add entries to transition table			10) connect action finder to execution queue to compiler		25) connect image drop prompt with image compressor			
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25		11) create lessons with primitives							
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30						21) create widget finder using label and examples			
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32	35) create widgets								
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36		14) create action learner connected to lessons and dictionary	22) demonstrate the controller with some primitive actions, like "shut down" and "show state"	32) create widget learner, attach to lessons and widgets	17) create state mapper; connect to watcher and actions to ouput dest states				
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March 1	41								
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	45			33) connect widget learner to prompter					
March 7	46								
March 15	47								
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	49			26) upgrade action learner to support multiple patterns for the same action					
	50	28) create conditions with primitives			18) create demonstration learner connected to state mapper and actions				
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	54			27) upgrade action learner to update existing actions					
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57	29) add primitive conditions to transitions table				16) connect demonstration learner to logger				
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April 1	61	31) add conditions to lessons	36) create conditions listener connected to states and transitions table	30.5) create condition finder and connect to compiler					
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73		30) add conditional action support to driver							
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78			flex time						
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April 23									