4/6/2016: As a group we looked over the project to see what we were going to decide to do and how we were going to tackle the project, continuing to work on [github.com](http://github.com) as a pool for our coding work and decided to use GroupMe and Skype for our main communication as it is quick, efficient, and allows us to work together whenever, thus helping us with issues that may result from availability.

4/7/2016: We decided to work on the project together on the weekend when we were all free and could approach the project from multiple angles at a time to cover the most ground.

4/9/2016: Steven uploaded all of the project to [github.com](http://github.com) so that we could all work on it together, and a great amount of progress was made to the code implementing some of the major parts of the code.

4/10/2016: We all continued to add the section and seat row class and add the add seat method to both of the classes, we it was needed for the implementation of each object within the venue program.

4/12/2016: We all coded the display methods for the program and implemented it into the final project and decided to do debugging tomorrow to ensure that it compiled and ran on all platforms.

4/13/2016: All of the debugging was completed and ran smoothly on all platforms and displays the correct output that was shown in the project assignment. The general was finalized and we noted the possibilities that could be used by the venue now as we can find a seat and sell a ticket for that seat in the future as well as see availability per section. The journal was finalized and work was completed for this project.