

Criterion B: Record of tasks

Task Number	Planned Action	Planned outcome	Time estimated	Target completion date	Criterion
1	Brainstorm ideas to plan a program	Receive peer review, and have decided to go forward with a chosen project	2 days	9/17/15	A
2	Design a GUI mockup	Receive peer review and decide best method for desired outcome	2 days	9/19/15	A
3	Design data flowcharts and logic flow diagrams to plan out the program	Have a decided algorithm or plan to design the program after	1-2 days	10/12/15	A, B
4	Create class and object diagram and outline for code	Have an outline for classes and class methods	3-4 days	10/29/15	B, C
5	Further develop program content	Develop entry points, member variables, constructors, and logic methods	3-4 days	11/18/15	C
6	Further develop content and consider method writing	Consider and outline proper encapsulation and hierarchies	1-2 days	12/3/15	B, C
7	Design a GUI outline	Visualize the program through GUI while considering frames, panels, listeners, fields, and buttons	3-4 days	12/17/15	B, C
8	Develop GUI	Create structure for swing components in an application	2-3 days	3/10/16	C
9	Add events to program	Develop events and listeners for GUI mockup	3-4 days	3/14/16	C

10	Project Documentation	Develop project documentation and identify areas for improvements	2-3 days	3/23/16	D, E
11	Meeting with advisor	Demonstration of project, receive suggestion for improvement	1 day	3/23/16	D, E
12	Tested by client	Make sure everything works, and find areas that need to be refined	1 day	3/24/16	E
13	Refine project	Re-develop problem areas and finalize project	2-3 days	3/27/16	C, D