Sprint team log

Sprint nr:2

Start:16/3 End:20/4

**Team**: Stijn Verheyden, Wannes Van Dijck

# Initial backlog:

|  |  |  |
| --- | --- | --- |
| Task | Estimated storypoints | Assigned to |
| Optimization of code | 8 | both |
| Enabled gpu acceleration | 9 | both |
| Cleand out dataset | 5 | both |
|  |  |  |

# Activities and progress:

Functional and/or technical description of accomplishments

Optimizing code is an important task that involves finding ways to make code run more efficiently, often by identifying and addressing bottlenecks or other areas that may be slowing down the program. Enabling GPU acceleration can also help to speed up computations, as graphics processing units (GPUs) are often better suited to certain types of tasks than traditional CPUs. Finally, cleaning out datasets involves ensuring that data is accurate, complete, and organized in a way that makes it easy to work with and analyze. All of these activities are important for ensuring that data-driven projects run smoothly and yield accurate, meaningful results.

# Status at end of sprint:

|  |  |  |
| --- | --- | --- |
| Task | Storypoints done | By team member |
| Optimization of code | 7 | both |
| Enabled gpu acceleration | 9 | both |
| Cleand out dataset | 5 | both |
|  |  |  |