Meeting Notes: March 6th, 4p

kivy demo:

cropped circle nodes!

node events

changes colors

should disable rotation eventually

stencil class completed

need calculations for making sure nodes don’t collide

kivy: different way to assign properties to objects

unittests: <http://www.diveintopython.net/unit_testing/>

functional tests: good for integrating modules

nosetests: how to unit test for multiple files at once

try to download it, otherwise Ashley can be a tester

networks: threading performs 3x faster than non-threading, but need asynchronous test

UI: doesn’t perform calculations, all that should be in the model

display->model interactions

event dispatching system

UI constantly trolling for events

prioritization: assigning arbitrary point values to link words, currently

but will we get ALL links, then only show as many as option slider demands?

or only get the number that the option slider demands?

use priority numbers as a threshold for now - display or not

controller: will call parser

will search box clean up search terms?

virtual keyboard? would need to be tested

model: list of edges, node to node

keep expanding viewscreen vs resizing nodes

stick with randomization for now, will eventually reach re-structuring point

evaluate positions

could use in conjunction with igraph

Ashley: get model and controller working with the network

Homework: get each part done by 3/18 (Tuesday before due date)

\*\*unit testing for GUI