

Nathan Mikeska

CLIP Weekly Log

January 22nd – January 28th

<u>Date</u>	<u>Activity</u>	<u>Time Spent</u>
1/22/06	<p>Playback Module Work –</p> <p>I first pulled the UI code and a few playback specific functions out of the UserInterface class and put them in the playback class where they belong. After fixing the stuff that broke, I then changed the move storage implementation from an array to a linked list. After that was fully working, I then focused on reading in and storing information from log files generated by the record module. After this worked, I did some reworking of some playback functions so they are a bit more usefully and/or make more sense. I got manual playback of the move working. After that, I then researched and implemented threading to take care of auto-playback. The playback module is working pretty good right now. Some changes will have to be made to the UI (additional buttons and labels) and then the class will need another update to add their functionality. It will also need to be updated once we get the additional log entry types implemented in the system.</p>	6.5 hours
1/24/06	<p>I fixed a bug with the record/playback system where a move would not get recorded if moving between the grid and tile bin but at the same coordinates (i.e. moving from position 0,0 in the tile bin to position 0,0 on the grid). I worked on the status report a bit. I spent a lot of time researching/testing the jar file signing. Turns out we may have an issue with this. Certificates will expire and our read/write privileges may go along with it. We are still looking in to this. Worst case scenario is we will have to switch over to a</p>	3 hours

	java application rather than an applet. We already talked this over with our client way back in last semester and this was fine with her. We will have to do some more in depth research before we are certain.	
1/26/06	Mini-map implementation – Not much to say. Started on and finished the implementation of the mini-map. It seems to be working fine and was easier than expected to implement.	4 hours
	Total Time	13.5

January 29th – February 4th

<u>Date</u>	<u>Activity</u>	<u>Time Spent</u>
1/29/06	I integrated the latest versions of Brian's code into the system. I added a FileFilter to our file dialogs. I did some minor changes and updates to the system. I fixed a few bugs.	2.5 hours
1/30/06	Worked on Playback system – I did some work getting the labels to update and display proper information in playback mode. I started doing a full implementation of blank tiles. I also spent some time getting the blank tiles to work in playback mode	3.5 hours
1/31/06	Team Meeting – We had team meeting today. Basically just discussed where we were all at and what we needed to accomplish and by when. Tile Set Conversion / Playback Work – I converted our tile set storage of the tiles from an array to an array list since it is a bit more flexible, efficient, and easier to deal with. I spent more time working on the blank tile implementation and getting these tiles to properly display in playback mode.	5.5 hours
2/1/06	Worked on Playback system – I spent some time working on the playback system and getting the 'undo remove blank tile' action working properly. It was more complicated than it should have been but it seems to be working ok now.	1 hour
2/2/06	Team Meeting – Once again we discussed where we were at and what we needed to accomplish. We also discussed the upcoming client meeting and what we needed to discuss with her.	1.5
2/3/06	Client Meeting / Team Meeting – We had a client meeting that went really well. We discussed many aspects of the system and got her input and approval for some of the UI	2 hours

	changes we were considering. We also decided to throw out the pattern checking since she decided it probably wouldn't ever get used much. We met as a team afterwards to do some work on the schedule and bring it up to date.	
2/4/06	Tile Bin Redesign Help – I spent some time looking through Neil's code for the tile bin redesign and fixing some logic errors and whatnot that were giving him trouble.	2 hours
	Total Time	18.0 hours

February 5th – February 11th

<u>Date</u>	<u>Activity</u>	<u>Time Spent</u>
2/7/06	<p>Team Meeting – We spent some time in a team meeting today discussing where we were all at and what we needed to accomplish and by when (as usual). We did some changes / fixes to the schedule to keep it accurate. We started discussing some upcoming testing we were going to be doing</p> <p>Tile Bin Work – I spent some more time with Neil’s Tile Bin code. After much longer than I was expecting it to take, I managed to get the JSplitPane working well with the tile bin. It now automatically adjusts to the size and number of tiles to which simplifies other related aspects of the system like the blank tiles and the playback mode I have been working on. I handed control back over to Neil for more work to be done on it. It still inserts in some weird places sometimes and something also needs to be done about the insert line.</p>	6 hours
2/8/06	<p>Bug Fixes and Resizing Tile Bin – I spent some time fixing a few bugs/issues and also put a good chunk of time into re-fixing the Tile Bin resizing because it still had some unresolved issues to be addressed.</p>	2 hours
2/9/06	<p>Team Meeting – We spent about half of the meeting doing some coding. I put some finishing touches on the tile bin resizing because there was some issues with it flickering in some instances. We also did some discussion of the upcoming status report as well as the upcoming online testing we will be doing</p>	2 hours
2/10/06	<p>Fixes and non-Applet conversion – I spent a few minutes converting the Applet to just an executable jar file. I also spent some time</p>	1 hour

	doing some bug fixes, particularly related to the playback that were introduced due to the new tile bin design.	
	Total Time	11.0 hours

February 12th – February 18th

<u>Date</u>	<u>Activity</u>	<u>Time Spent</u>
2/12/06	Playback Labels, TB Side Switching, Schedule – I spent some time updating the playback system to update the status label so that it lets the user know what occurred during each playback entry. I also fixed the tile bin side switching that was broken when the new tile bin was integrated. This turned out more complicated than expected due to sizing issues but I think it should be resolved now. I also spent some time updating our schedule to be more accurate and complete for the status report on Tuesday.	3 hours
	Total Time	3.0 hours