

PROJECT DIARY

SAHIL KONKYANA

- **7-10-14** **2 Hrs** **GROUP MEET** **IN HOSTEL**

Choosing The Topic:

Discussed the pros and cons of different topics uploaded in course homepage.

A Decent amount of time was spent to think about new ideas regarding the topic, with no luck.

Sudoku Quest was finally chosen for the topic.

- **8-10-14** **30 Min** **INDIVIDUAL**

Searched for a Decent Topic on the web to change the topic but couldn't find anything satisfactory.

- **10-10-14** **1.5 Hrs** **GROUP MEET** **IN HOSTEL**

Discussed about the features to be included in the program.

Decision was taken to include timer and comments in the program.

- **12-10-14** **30 Min** **INDIVIDUAL**

Searched the web for efficient Sudoku solving algorithms. Understood the Backtracking and Brute force Algorithms.

- **13-10-14** **1 Hrs** **GROUP MEET** **IN HOSTEL**

A Brief Layout for Each Program Window was Designed.

- **16-10-14** **1 Hrs** **INDIVIDUAL**

Downloaded a few Sudoku AutoSolvers from the internet to understand how they behave.

- **17-10-14** **1.5 Hrs** **GROUP MEET** **IN CS LAB**

Discussed about the Graphics to be included in the program.

QT Creator was decided to be used to incorporate graphics into the program.

- **18-10-14** **5 Hrs** **GROUP MEET** **IN HOSTEL**

Work to be done for Stage-1 was distributed among the group.

User Manual was created by Gowtham and Sri Nath While SRS Document was made done by Basith and me.

Decision was taken to use GTK+ 3.0 instead of Qt Creator due to Compatibility Issues.

Sample Code was prepared by Gowtham and Sri Nath while Project Report was made by Basith and me.

• **19-10-14** **6 Hrs** **GROUP&SELF** **IN HOSTEL**

Completed SRS Document and Project Report.

Completed Sample Code for Generator Function.

Edited the User Manual and Project Report for final submission.

Prepared the Consolidated Project Diary.

-----STAGE 2-----

• **17-11-14** **6.5 hrs** **SELF**

Read about all the major functions in GTK+3.0 library and noted down the useful ones.

Noted down the graphical requirements and searched on the internet.

• **23-10-14** **2 Hrs** **SELF** **IN HOSTEL**

Installed GTK +3.0 in my laptop. Studied Online tutorials to understand its usage.

• **14-11-14** **30 mins** **GROUP MEET** **IN HOSTEL**

Discussed and Divided the work to be done among ourselves.

Decided to add buttons for entering numbers in our program.

- **15-11-14** **2.5 hrs** **SELF**

Completed the code for Sudoku Generator with a few minor bugs.

- **16-11-14** **3 hrs** **SELF**

Debugged the Sudoku Generator code and linked with Sudoku Solver code.

- **17-11-14** **7.5 hrs** **SELF**

Read about all the major functions in GTK+3.0 library and noted down the useful ones.

Noted down the graphical requirements and searched on the internet.

- **18-11-14** **6 hrs** **SELF**

Tried to code the graphics in GTK.

Tried to link Sudoku solver with GTK Window.

Decided to use Different Grids in same window instead of different windows.

- **19-11-14** **4.5 hrs** **SELF**

Completed the main code for linking Sudoku Solver with GTK Window.

- **20-11-14** **9 hrs** **GROUP&SELF**

Discussed about the additional features to be included in our program.

Linked Sudoku Generator with GTK Window.

Found some serious problems with Sudoku Generator Code regarding unique solution.

- **21-11-14** **8 hrs** **GROUP & SELF**

Modified the Sudoku Generator code to get a unique solution.

Added colours to entries and label widgets.

Searches for changing fonts in GTK window.

- **22-11-14** **6 hrs** **SELF**

Searched for functions to link different windows in GTK.

Linked PLAY SUDOKU window with main windows.

- **23-11-14** **7.5 hrs** **GROUP&SELF**

Linked SUDOKUSOLVER window with welcome screen.

Changed the positions of all widgets in the window.

Worked on the Appearance of different windows in our program.

- **24-11-14** **8.5 hrs** **GROUP&SELF**

Made final changes in our program and organised the code.

Arranged the functions present in our code.

Debugged the Nosolution function.

Tried to add Timer to our program.