

PROJECT DIARIES

After getting the topics of the project on 7/10/2014 we started working on the project.

Description of the work on each day is as follows

MUDIT DHANPAT BOTHRA

ROLL NO.-140100002

8/10/2014:

1st meeting - We discussed all the topics given in the list and shortlisted some of them which took nearly 1.5 hours. Every one was allocated home work to think logic behind each and every

Topic shortlisted by us for atleast half an hour

10/10/2014:

2nd meeting - Discussion on the shortlisted topics, their difficulty levels and moreover each one came with ideas on each topic nearly 1 hour.

11/10/2014:

3rd meeting - Each one of us came up with their ideas and after a deep discussion depending on the sources and other things we agreed to do 'Chain Reaction' and we worked for nearly 1 hour.

12/10/2014:

4th meeting - We decided the basic algorithm and design to make the chain reaction . Discussed the strategy behind the project and discussed the logic to make a multiplayer chain reaction game which took nearly 1.5 hours..

13/10/2014:

just thought on the topic and how to implement in the form of coding and just wrote 10 lines of code took about half an hour .

14/10/2014:

Tuesday Lab:

5th meeting :

Meeting with TA - Rediscussion of the topics with TA. Taking his advice we changed the topic to 'Sudoku'. We had a discussion on the topic for nearly 2 hours and finalized the topic Sudoku dropping the idea of chain reaction. Each team member was instructed to search about the rules and basic logic behind solving Sudoku puzzle

15/10/2014:

6th meeting - Discussion on the ways of implementing the algorithm and using internet to search the methods to solve a given Sudoku puzzle and found out the backtracking method most suitable .Nearly 1 hour.

16/10/2014:

worked on algorithm for backtracking method using recursive functions .nearly-2 hours

17/10/2014

7th meeting - We worked on SRS. Took suggestions from the team mates about the correctness of algorithm. We discussed with each other and completed it. Contributed enough to coding of the Sudoku program . Nearly 2 hours 30 MINUTES

18/10/2014

Searched on graphics implementation on internet and understanding about using ez windows a little nearly 2 hours 30 minutes

19/10/2014:

8th meeting - Final rechecking and doubt clearance from TA.
Submission of Stage 1 report.

21/10/2014

Lab- done the coding of Sudoku generator without graphics and just made the files for Sudoku generator and coded the statements used to open file in C++ which took nearly two hours

28/10/2014

10th meeting : We worked rather on efficient code implementation and reducing the memory usage and decided whether to use simple cpp or EZ windows for graphics. About half an hour

29/10/2014:

Worked on code implementation of further functions that gonna be used in the program and assigned every individual to do some sort of coding .around 1.5 hours

30/10/2014:

Decided to go in detail on graphics using EZ windows and read about it from the book cohoon and Davidson and each one was assigned to do their own research on graphics. Around 1 hour

2/11/2014:

surf the net for studying how to retrieve system date or how to start a timer in C++ .came to know about time.h headerfile and its functionality .finally knew how to have a timer in our Sudoku program.about 1 hour

4/11/2014:

Tuesday Lab 11th meeting :

Discussion on timer with TA. Asked him about where to learn graphics from and using it effectively in our program. Looking on the simpler side of simplecpp graphics we switched from ez windows from simple cpp.around 1.5 hours

//endsems on the way

18/11/2014:

12th meeting :

Discussion on simple cpp and I coded the statements that would be used to display rectangle and 9*9 grid on the initCanvs() window and learned about how to use mouse events. about 2hours

19/11/2014:

13th meeting :

Basically i coded how to make numbers appear on a single mouse click on the number and decided about using buttons for that purpose.about 3.5hrs

20/11/2014:

14th meeting:

Completed the left out code for graphics in allowing it to make user friendly and compiled the program only with graphics and removed error.

About 2 hours.

21/11/2014:

Combined our earlier coded program and graphics into a single package and just rectified all the errors that came during this implementation.about 2.5 hours

23/11/2014:

15th meeting :

Completed the editing of the program and remove all the errors showed the coding done by me for making the program look more innovative and eyecatchy and took their suggestions.about 3.5 hrs

24/11/2014:

Final rechecking of the project and submission of the same.

RISHIKESH PRASADE

ROLL NO.-140100012

8/10/2014:

1st meeting - We discussed all the topics given in the list and shortlisted some of them which took nearly 1.5 hours. Each one of us decided to have a thought on the topics individually for about half an hour.

10/10/2014:

2nd meeting - Discussion on the shortlisted topics, their merits and demerits, nearly 1 hour.

11/10/2014:

3rd meeting - Each one of us came up with their ideas and after a deep discussion depending on the sources and other things we agreed to do 'Chain Reaction' and we worked for nearly 1 hour.

12/10/2014:

4th meeting - We decided the basic algorithm and design. We also discussed the strategy to complete the project which took nearly 1.5 hours.

13/10/2014:

We ourselves played the game on our mobile phones and understood each and every part of the game for nearly 20 minutes.

14/10/2014:

Tuesday Lab:

5th meeting :

Meeting with TA - Rediscussion of the topics with TA. Taking his advice we changed the topic to 'Sudoku'. We had a discussion on the topic for nearly 2 hours.

15/10/2014:

6th meeting - Discussion on the topic and its algorithm Nearly 1 hour.

16/10/2014:

I made the User Manual that is Rules to play the game for about 1 hour.

17/10/2014 & 18/10/2014

7th meeting - We worked on SRS. Since it is an important part we decided to work on it together. We discussed with each other and completed it. I also worked a bit on Algorithm. Nearly 4 hours.

19/10/2014:

8th meeting - Final rechecking and doubt clearance from TA.

Submission of Stage 1 report.

21/10/2014:

Tuesday Lab 9th meeting :

We started with some housekeeping work. We randomly took SUDOKU puzzles from Internet according to their difficult level. About 1.5 hours.

28/10/2014:

10th meeting :We started working on the code of Algorithm.about an hour.

29/10/2014:

Work on code individually.

About an hour.

30/10/2014:

Each one of us decided to have a research on graphics.

Searched for ezwindows.

About 30 minutes.

2/11/2014:

Research on timer. Gave a thought on how to implement it. About 45 minutes.

4/11/2014:

Tuesday Lab 11th meeting :

Discussion on timer with TA. Talking to him we changed the graphics from ezwindows to simplecpp.

18/11/2014:

12th meeting :

Discussion and basic coding of simplecpp and timer function. About 1.5 hours.

19/11/2014:

13th meeting :

Coding of grids, numbers and related graphics in simplecpp. About 3 hours.

20/11/2014:

14th meeting:

Completed left over things like some part of code or anything. Then compilation of all the fragments of code.

About 2 hours.

23/11/2014:

15th meeting :

Debugging. About 2.5 hours.

24/11/2014:

Final rechecking of the project and submission of the same.

MEHUL LAD

Roll No.: 140100017

8/10/14

First meeting with the whole team. Suggested topics viewed and discussed.

Topics shortlisted and it was decided to think over them individually and meet again.

Time : 1hr 30 min.

10/10/14

Meeting pros and cons of various topics discussed . 1 hr

11/10/14

Meeting. Shortlisted topics discussed in greater detail. Chain reaction decided as the topic.

1 hr

12/10/14

Meeting to discuss the basic algorithm and design .

1 hr 30 min

13/10/14

Individually played the game and thought more about the algorithm and design.

30 min

14/10/14

Meeting with ta in lab, discussion on topics. Topic changed to sudoku. Research on sudoku.

2hrs

15/10/14

Meeting. Discussion of algorithm and design of game.

1 hr

16/10/14

Individually worked on algorithm and design. 1 hour

17/10/14

Meeting. Division of work and overview of srs. Assigned to do srs n parts of algorithm and coding.

1 hr min

18/10/14

Meeting. Worked together for srs, algorithm and code

4 hrs

19/10/14

Meeting. Rechecked the srs and made last minute corrections. Discussed doubts with ta.

21/10/14

Meeting in lab, discussion of stage 2 and input of Sudoku from various sources. 2 hrs

28/10/14

Meeting. Started working on code of algorithm. 1hr

29/10/14

Research of graphics using EZ windows. 30 minutes

30/10/14

Research of graphics using EZ windows. 30 minutes.

2/11/14

Research of randomfunction. 45 minutes

3/11/14

Basic code of Sudoku generator using random function. 45 minutes

4/11/14

Lab meeting. Discussion with ta. Decision to change graphics from EZ Windows to simple cpp. Basic research of simple cpp. Discussion and research of timer function. 2hrs

18/11/14

Meeting. Discussion and basic coding of simple cpp and timer function. 1.5hrs

19/11/14

Meeting. Coding of grids, numerical and other graphics in simple cpp. 3 hrs

20/11/14

Meeting. Completion and compilation of all the fragments of code and. 2 hrs

23/11/14

Meeting. We did the debugging of the program. 2.5 hrs

24/11/14

Meeting. Final checks and corrections of the program and submission.