**Diary For CS-101 Course Project**

**Mridul Ravi Jain**

**Roll no.-110040083**

**Lab Batch -341**

**Project:Memory Game**

**Coordinator:Mukul Vinayak Sholapurkar**

**TA: Rahul Rokade**

28/9/2011

9:30 PM - 10:30PM

OSL, Mathematics Department

We had our first team meeting about the project in which we discussed about the project topic with our TA.

We decided to search the project topic in this week & decide the final topic by tuesday evening. We also exchanged our contact nos.

29/9/2011

7:30 PM - 8:30PM

H-3 Comp. Room

I started searching projects from last year's list of projects to get some idea.

I decided to choose programs involving less use of graphics as none of the team members had any idea about it.

I liked student management system and banking application.

01/10/2011

7 PM - 7:30PM

H-3 Comp. Room

I went through some graphic oriented programs but found them difficult to understand.

I also searched programs from www.c4cpp.co.nr & www.it.iitb.ac.in/Cportal as told by Phatak sir in the his lecture.

02/10/2011

1:30 PM – 2:00PM

H-3 Comp. Room

After going through a no. of programs I finalised my priority list as:

1.Supermarket billing

2.Company management

3.Telphone billing

4.Travel management

5.Reservation system

to be presented in my next team meet .

04/10/2011

8:00 PM – 9:30PM

Room no. 145, Hostel 3

We had our meeting to decide our final topic. All members except Anitha were present. As was decided in our previous meet all members came up with the ideas of projects so that a minimal use of graphics is required. After a long discussion we decided to choose supermarket billing as our project topic.

05/10/2011

9:30 PM – 10:30PM

OSL, Mathematics Department

We told our TA about the project topic but he said that programming in databases could be lengthy & complicated and graphics handling is very easy once properly understood. He told us about the memory game. All team members liked it & agreed on it. Everyone was instructed to study EzWindows from Cohoon & start programming from next week.

06/10/2011

2:00 PM – 3:30PM

Room no. 384, Hostel 3

Studied EzWindows from the class notes and Cohoon's book to understand the basics of graphics in C++.

09/10/2011

7:00 PM – 8:00PM

Room no. 384, Hostel 3

As some members of the group were finding it difficult to understand EzWindows, I had a meeting with Nikhil, Nishant & Nihal to help them understand the concepts better.

12/10/2011

8:30 PM – 10:00PM

OSL, Mathematics Department

We discussed with our TA about the algorithm and working of the program. We decided to use two classes, one for handling the attributes of each card & other for controlling the game especially the mouseclick. I was given the task of writing code for program in terminal without the use of any graphics that could serve as our reference program.

15/10/2011

10:30 AM – 11:30 AM

Room no. 384, Hostel 3

I wrote down the code for non-graphic memory game. However I got stuck at a point & could not complete it.

17/10/2011

6:30 PM – 7:30 PM

Room no. 108, Hostel 3

I went to Mukul's room for doing some programming with him.

19/10/2011

8:30 PM – 10:30 PM

OSL, Mathematics Department

After we integrated all the parts of our sample code, we encountered a segmentation fault during its execution.

After some debugging Mukul & I found out that it was due to the vector Bitmap Class.

Mukul suggested using an object for each card rather than a vector. However, we could not work anymore time on the code & decided to send that as our sample code.

21/10/2011

11:15 AM – 1:15 PM

Room no. 383, Hostel 3

I wrote down the problem definition & algorithm for Stage I submission.

I also prepared a group diary which consisted the record of all group meetings till 21st Oct and did the Stage I submission.

I attached the sample code too.

23/10/2011

11:00 AM- 1:30 PM

My Home, Bhopal

I searched on the internet about the vector class & its implementation.

2/11/2011

8:30 PM-10:30 PM

OSL, Mathematics Department

Mukul made the code but was getting some different error this time. We executed the code on another machine & it gave us the line of error.

We did some debugging & made a 2X2 game successfully.

03/11/2011

6:30 PM – 7:30PM

Room no. 108, Hostel 3

Mukul told me to make a main menu for the game & explained me some other changes he made in the code.

04/11/2011

6:30 PM – 8:00PM

Central library IITB

Studied & designed the main menu for the game with the following attributes:

START

CREDITS

QUIT

INSTRUCTIONS

05/11/2011

2:00 PM – 4:00PM

Comp room, Hostel 3

I made a soft copy of my code in editor(gedit) and eliminated few syntax errors.

I also added some bitmaps as were required & wrote the text for INSTRUCTIONS & CREDITS.

9/11/2011

8:30 PM-10:30 PM

OSL, Mathematics Department

We integrated the main menu with the 4x4 game. The other members were explained the code once again.

10/11/2011

2:30 PM – 3:30 PM, 4:45PM-6:45PM

Room no. 384, Hostel 3

Made a fair hardcopy and a simple text file for my diary to be submitted. Today our 6x6 game was complete.

11/11/2011

2-4:30 PM, 8:30-9:30

Room no. 108, Hostel 3

Did the final documentation including modified Stage 1 submission, programming modules etc. along with Mukul. I also wrote down the consolidated diary entry for the group & did some other documentation as well.