**Project Diary**

**Name- Mukul Sholapurkar**

**Roll No.-110260008**

**Team No.- 341**

* **Date: 28/09/2011**

**Day: Wednesday**

**Work Type: Group Meeting (9.30pm to 10.30 pm)**

**Description:** We had our first group meeting during the OSL lab hour today. We exchanged contact numbers & got to know each other. Discussed about the project topic. Decided to meet on next Tuesday.

* **Date: 1/10/2011**

**Day: Saturday**

**Work Type: Individual Work (8pm-9pm)**

**Description:** Searched the Internet about the topic for the project. Saw the codings of some programs created by previous year students.

* **Date: 4/10/2011**

**Day: Tuesday**

**Work Type: Group Meeting (8pm-9.30pm)**

**Description:** We had a group meeting in Nikhil’s (Team Member) room in Hostel 3. Shortlisted 4-5 topics from various suggestions from the team members. All these topics were based on database management. Finally, we decided ‘Supermarket Billing’ as our project topic.

* **Date: 5/10/2011**

**Day: Wednesday**

**Work Type: Group Meeting during the OSL lab hour (9.30pm-10.30pm)**

**Description:** We discussed with our TA about the topic and told him our ideas about ‘Supermarket Billing’. He suggested a topic ‘Memorygame’ which was a game which required some knowledge about graphics. He said that if we study basic EzWindows library then this game would be easy to code and would become a good project. So we almost decided upon this topic.

* **Date: 6/10/2011**

**Day: Thursday**

**Work Type: Individual Work (8pm-10pm)**

**Description:** I read the chapter on classes in the Cohoon’s book. At first I did not understand fully, but I read again and again along with lecture slides. Finally I got the concept.

* **Date: 8/10/2011**

**Day: Saturday**

**Work Type: Individual Work (2pm-4pm)**

**Description:** I read chapter 10 (EzWindows) from Cohoon’s book. I thought that the ‘Simon Says’ game given in Cohoon’s book will be on the same lines as our program. So I studied the coding of that game and the use of classes very closely.

* **Date: 12/10/2011**

**Day: Wednesday**

**Work Type: Group Meeting during the OSL lab hour (8.30pm-10pm)**

**Description:** We discussed about the concepts of EzWindows and how they can be utilized to code our game. Finally, we decided to try on the lines of the program ‘Simon Says’ which basically included use of 2 classes, an initializing function and mouseclick function. We divided this work among the group. I took the responsibility of mouseclick function. We decided to integrate our sample code in the next lab hour.

* **Date: 13/10/2011**

**Day: Thursday**

**Work Type: Individual Work (9pm-10pm)**

**Description:** I installed Ubuntu and EzWindows on my laptop. Then I tried some simple codes on given in Cohoon’s book.

* **Date: 15/10/2011**

**Day: Saturday**

**Work Type: Meeting with a group member (2pm-3pm)**

**Description:**  I had a meeting with Nikhil in hostel 3. We discussed about the mouseclick function and how it should be written.

* **Date: 16/10/2011**

**Day: Sunday**

**Work Type: Individual Work (3pm-5pm)**

**Description:** I started coding for the mouseclick function on my laptop. First, I decided to write a simple program which will just turn the cards. Using Cohoon I wrote that code.

* **Date: 17/10/2011**

**Day: Monday**

**Work Type: Meeting with a group member (6pm-7pm)**

**Description:** I had a meeting with Mridul in Hostel 3. We discussed about a sample code which he had found from the internet. We also did some coding on my laptop.

* **Date: 19/10/2011**

**Day: Wednesday**

**Work Type: Group Meeting during OSL lab hour (8.30pm-10.30pm)**

**Description:** We integrated the code written by the team members. For the first time we compiled our program. At first there were several errors. After debugging the program compiled properly. But during execution it gave segmentation fault. After inserting comments, we located where the fault was. The fault was occurring in initializing a vector class. We could not find a solution to this problem.

* **Date: 23/10/2011**

**Day: Sunday**

**Work Type: Individual Work (2 pm- 5pm)**

**Description:** I searched the internet about initializing vector class. I found some results but they also did not work.

* **Date: 28/10/2011**

**Day: Friday**

**Work Type: Individual Work (7pm-10pm)**

**Description:** I thought that instead of using vector class (which just increased the efficiency of the program) we could manually write the work done by the vector class. It would be very inefficient and lengthy, but that was the only choice. So I wrote a sample code for just one card and it worked!

* **Date: 31/10/2011**

**Day: Monday**

**Work Type: Individual Work (6pm-9pm)**

**Description:** I wrote the program for the complete game of 4 cards. It was working almost perfectly but there were still some errors. I got where the errors were but could not find their solution.

* **Date: 1/11/2011**

**Day: Tuesday**

**Work Type: Individual Work (6pm-8pm)**

**Description:** I found an idea for removing the errors using some new variables. I used them in the program and the program worked correctly for 4 cards.

* **Date: 2/11/2011**

**Day: Wednesday**

**Work Type: Group Meeting during the OSL lab hour (8.30pm-10.30pm)**

**Description:** As still no one had got any information about initializing the vector class, we decided to keep the game as it was. We played the game several times and discussed about the possible modifications of this game.

* **Date: 3/11/2011**

**Day: Thursday**

**Work Type: Individual Work (9am-11am) & Meeting with Teammate (6.30pm-7.30pm)**

**Description:** I modified the game to 16 cards. It became really lengthy and inefficient. The mouseclick function has become really big now.

In the evening, I had a meeting with Mridul in my room. I told him to create the ‘Main Menu’ for the game. He also suggested some modifications for the game.

* **Date: 6/11/2011**

**Day: Sunday**

**Work Type: Meeting with 2 group members (6.30 pm- 7.30pm)**

**Description:** I had a meeting with Mukund and Anitha in Hostel 3 lounge. They were having trouble understanding the remaining code of the game. I told them the logic and also suggested them to read Cohoon as soon as possible.

* **Date: 9/11/2011**

**Day: Wednesday**

**Work Type: Group Meeting during the OSL lab hour (8.30pm-10.30pm)**

**Description:**  We integrated it with the Main Menu program written by Mridul and removed any minor difficulties or errors.

* **Date: 10/11/2011**

**Day: Thursday**

**Work Type: Individual Work (7 am- 10am & 6pm-8pm)**

**Description:** I modified the program to 36 cards. This was the biggest ‘Ghodagiri’. But the game is working perfectly.

In the evening, I tested the game several times, added comments in the program & gave some finishing touches to the program.

* **Date: 11/11/2011**

**Day: Friday**

**Work Type: Group Work with Mridul (2pm-4.30pm)**

**Description:** We did the final documentation in my room. This included compiling the report, individual contributions etc.