

Evaluation Form 6: Visualizing Complex Functions

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Milestone 6 Matrix

Task	Branden	Paul	Bradley
Website	60%	20%	20%
Resolving errors	20%	20%	60%
Smoothing	33%	33%	33%
Refactoring	20%	60%	20%
Demo video	33%	33%	33%
Manual	33%	33%	33%

Milestone 6 Summary

Finish website descriptions and help menus

Making the website more user-friendly as well as look better. The finished demo video and user manual will be put as links on the website. The list of available functions will be on the site as well.

Resolve outstanding errors

There are a few outstanding errors such as handling illegal input. The main changes that will occur are in the parser in dealing with unrecognized characters. Other errors will be addressed as they appear.

Refactor code for better readability

This mostly refers to the structure of the Grid class. The Grid class has many methods that have no standard naming conventions. There are some artifacts of code comments that shouldn't be there, and more comments are needed to specify what the class is doing. Also, some of the work in the Grid class could be subdivided into smaller worker classes so that Grid isn't so large.

Implement smoothing to allow faster rendering speeds

Right now, the only way to get rid of white space and pixel separation is to increase the resolution value, which greatly increases the computation time. We want to simply take the image on the range and apply smoothing to it so that single-pixel white spaces are smoothed together.

Demo video

A video that highlights the most important and useful features of our program.

Manual

An instruction list that will lay out every feature that is present and how to correctly work with the program.

Lessons Learned:

Documentation:

Commenting code is a must when writing code shared with multiple people. In the beginning of the project, commenting code wasn't as high a priority as getting working code. As time progressed, it became more difficult to follow code. This problem was fixed by commenting code and refactoring.

Java Swing:

Before this project, we hadn't been exposed to using Swing in Java. We had to research how to effectively use Swing and also relied on trial and error in order to fine-tune different aspects of the project. Knowing how to use Swing will be very useful in the workplace.

Java Graphics Libraries:

Similar to using Java Swing, we hadn't previously been exposed to using the Java graphics libraries. Research and trial and error were used to bring everyone up to speed.

Sponsor Feedback

Signature _____ Date _____

Sponsor Evaluation

Sponsor: detach and return this page to Dr. Chan (HC 322)

- Score (0-10) for each member: circle a score (or circle two adjacent scores for .25 or write down a real/float number between 0 and 10)

Paul G	0	1	2	3	4	5	5.5	6	6.5	7	7.5	8	8.5	9	9.5	10
Branden D	0	1	2	3	4	5	5.5	6	6.5	7	7.5	8	8.5	9	9.5	10
Bradley W	0	1	2	3	4	5	5.5	6	6.5	7	7.5	8	8.5	9	9.5	10

Additional Comments (if any)

Signature _____ Date _____