

- Explain the ~~Singleton~~ Factory Paradigm.

- Answer should be in Detailed Design Analysis?

We really didn't have any
integration problems

Our program would work fine

Pseudo/Savedices was pretty complex

SES for walkline

Behavior problem for location

- ① Asked about controller code.
- ② Javadocs, Pseudocode, Class Diagrams

When trying to load cards^{images} into the Brawl GUI, I was having trouble including them if they were not in a source code package.

The answer might have been in the pseudo-code, but we didn't write pseudo-code for the view.

- integrating several GUI screens that were developed by different people - didn't know what certain variables took care of

- Javadoos (for SwingUI class?)

The problem was an object was not being created and a partner had worked on the section that supposedly created the object.

The answer would have been in the partner's comments on their section of code. The pseudocode would have been good, but the pseudocode was incorrect in this case.

- ① I wanted to know an easier way to implement menu screens.
- ② If I weren't at a coding party the "answer" would have been somewhat in the ~~class diagram~~ ^{UI Prototype} but also in the Design Document. But ~~so~~ I would also have to contact the Designer to discuss the specifics about the design choice.

Why wasn't the discard pile redrawing correctly when I was testing?

Not in SRS but would be in GUI class.

Specific Problem/? : The problem was figuring out how to add custom buttons to a pop-up window

The best place to look for the answer, if I wasn't in a coding party, would have been to look at the UI prototype

1. how is each base's panel laid out on the GUI's gameboard?

2. I would have had to look in the ^{source}~~pt~~ code since we did not have a detailed design for the GUI

What action Command are you using for each button?

GUI pseudocode

- 1) We had forgotten our "hind" button and methods for it at one point last quarter and needed to reintroduce it. How do we deal with it?
- 2) Discussion board/group message

1) None for me personally. Got asked questions about protocol though.

2) Javadocs/SRS/HLD/UI prototype

The shuffle method was adding freeze cards twice and we were able to ask quickly who added the shuffle method in their class and found that someone added it somewhere it should not have been called.

~~Jared~~ It should have been in the pseudo code.

- 1) Someone who kept changing Their minds on how a string should be formatted. I was able to pin them and force a concrete example/answer.
- 2) Should have been in the javedocs or our wiki page we have devoted to it, but it had not officially been decided upon.

Person x was unable to use his SUN due to an installation error. Many commands were needed to be run, including sudo commands, on ~~the~~ his workstation in order to fix the problem.

Answer might have been in the Tool's-smith's documents, but is doubtful since it was such an unique issue.

Examples

1. Student A works on the mother view or JFrame which has subview in it. Student B wants to add an observer pattern. It's good that A is around because B might need help.

How was the model going to process the AI
functionality (AI was not the module I was working on)?

1.) A particular issue that came up was: switching back to a one controller setup.

2.) The answer should be in the design document.

- 1) I was having problems committing, and it would have taken longer to fix myself had our Toolsmith not been present to help.
- 2) None - debugging SVN is not in the team documentation. I would have had to Google and hope for the best, and who knows how long it would have taken or what I may have screwed up.

How does our Find class work?

Javadocs (However javadocs will not be required for the UI classes)

How is the play screen constructed?

The answer should have been in the design document:

I was having trouble getting SWING to do what I wanted so
it was nice to have someone from my group help me how to fix it.
I ~~did~~ wasn't sure how the pseudocode worked to be able to write
the code so it was nice to have the designer there.

The answer should've been in the javadocs or class diagrams or
VI ~~prototype~~ ^{prototype} and google.
↳ for SWING stuff

1) HOW DOES THE BOARD DIFF BETWEEN
A DRAW OR PLAYING A CARD?

2) JAVADOLS + PSEUDOCODE

1. Why is my subversion client not working? It says I checked out my project with version < 1.5 , but I have 1.7 installed.

ANSWER $\downarrow$

Coding Party Question:

1. Where are the image resources stored, and which images go with this unit?
2. Doesn't fall into category; directory structure of project isn't clearly defined anywhere.

- I wasn't sure how to have multiple labels overlap each other without one label disappearing, a member of my group told me the solution in 10 seconds vs. an internet search.
- The answer could have been in a comment in our GUI class or even pseudocode since someone had already implemented multiple labels.

1. I had a question on how images could be stacked on top of each ~~each~~ other.

2. If I wasn't at a coding party, I would have looked at the pseudocode for the GUI class. If it wasn't there, I would have looked on the internet.