

5th MEETING REPORT

KARINCA TEKNOLOJİ

All Team Members Attended

Place: Computer Engineering Department, B Block, 3rd Floor, SUN Laboratory

Date/Time: 20.11.2006, 17:40 – 18:40

- We have talked about how we can draw the UML diagrams. The detail level of the diagrams is discussed. For the initial design report, we have decided not to implement them in too much detail.
- Each member has talked about his process. The connections between the modules are discussed.
- We have talked about which debugger we will use in our project. The cons and pros of each debugger are mentioned and the suitable one is chosen.
- Since initial design report of our project is not prepared yet, we have decided not to start to the implementation of the database and editor modules which we will have to implement in the DEMO of our project.

WEEKLY REPORTS

Ali Caner PARMAKSIZ

- I have learnt the basics of the UML .Especially I have focused on the diagrams which we will use for our implementation of the design report.
- I have focused on the FTP Module of the **kajax**. The basics of the FTP are learnt. Which classes and the methods are needed for our project is discussed.

Okan KÖYLÜ

- I have studied on class diagram of database module
- I have determined the classes and attributes of them.
- I have finished the use case diagram of database module.

Volkan AK

This week I started to design editor module of our project. So I have examined some of the text editors and their sources. One of them is jEdit and the other is Jext, both are written in Java. But resolving a project from the source is a very hard job.

Halil BALLI

Since the design phase of our project requires using UML heavily, I have studied the basics of UML, how to draw class diagrams, sequence diagrams etc. I have taken the debugger and panel design after the task sharing of our group. I began to search for available Javascript debuggers and examined how they are designed to facilitate debugging to use these experiences in the initial design part of our debugger.