

Worksheet for class on 2017-02-23

Work in teams. Elect (at least) one person taking notes (on paper or in a text file).

Start from the Readme.md for sdmlib on github. Take a closer look at the four getting-started links at the bottom of it.

- The notes-taker will write down very coarsely what you do today, your problems, and successes. You also should mark two discoveries/features from today which you think you will use again later (potentially in a project outside of this class). Also mark one point which you hope you never have to experience again. Post your notes and the marked points to #log-02-03 on slack and tag your present team-mates in this post.
- Get your projects to the point that the whole class diagram from the first two links is covered and working on at least two computers (use maximum 15min for this – if not workign after 10min, copy the existing Java code).
- Work on (at least) one computer on the third link. Work through all the examples – don't think too deeply about the second class diagram.
- Work on (at least) one computer on the fourth link. Try to read and write an object diagram as json. If one person finishes first help the other and eventually distribute workload there.