Name_____

Unit 6, AP Computer Science, Mr Genest,

East High School

Topic: The Whodunnit February 7, 2017

Team name: _____ (Maybe try the 'bot at teamopolis generator?)

Team member: _____ post It note color: _____

Team member: _____ post It note color: _____

Team member: _____ post It note color: _____

Team # _____

Scrum-master: _____

Write all of the above on your scrum-board.

Sprint #1: Answer Q's #0 through #16 and email altogether, question + answers in a single email for the group. Also, write three summaries describing what the client wants on Whodunnit, Resize, and Every Little Bit.   These should be posted as a single comment from your group to the class blog.

Sprint #2: Read and figure out _how_ to solve Whodunnit. Divide this into as many subtasks as possible. Part of your group score will be based on having *a reasonable abundance* of scrum postIts. Don't make a working program yet. That is the goal of Sprint 3

Sprint #3: Write actual working programs that solve Whodunnit, Resize, and Little Bit.   We will keep track of the burndown and the total number of postIts. We will journal our progress in developer diaries, similar to the Create A.P. Final Project diaries.

Split up the work. Email the answers AND questions.

Know these for the next multiple choice quiz.
These questions are all found on the Whodunnit: Link. Split up the work .

0. Which of the formats supports animation?
1. What's the difference between lossy and lossless compression?
2. Which of these formats is lossy-compressed?
3. What happens, technically speaking, when a file is deleted on a FAT file system?
4. What can someone like you do to ensure (with high probability) that files you delete cannot be recovered?
5. What's `stdint.h`?
6. What's the point of using `uint8_t`, `uint32_t`, `int32_t`, and `uint16_t` in a program?
7. How many bytes is a `BYTE`, a `DWORD`, a `LONG`, and a `WORD`, respectively?
8. What (in ASCII, decimal, or hexadecimal) must the first two bytes of any BMP file be? (Leading bytes used to identify file formats (with high probability) are generally called "magic numbers.)"
9. What's the difference between `bfSize` and `biSize`?
10. What does it mean if `biHeight` is negative?
11. What field in `BITMAPINFOHEADER` specifies the BMP's color depth (i.e., bits per pixel)?
12. Why might `fopen` return `NULL` in `copy.c:37`?
13. Why is the third argument to `fread` always `1` in our code?
14. What value does `copy.c:70` assign `padding` if `bi.biWidth` is `3`?
15. What does `fseek` do?
16. What is `SEEK_CUR`?