Scheduling/Slipping

- **McCarthy, page 50, Group Psyche, TEAM=SOFTWARE**
  - anything you need to know about a team can be discovered by examining the software and vice versa
  - leadership is interpersonal choreography
  - greatness results from ministrations to group psyche which is an “abstract average of individual psyches”
  - mediocrity results from neglect of group psyche

- **Slipping a schedule has no moral dimension (pp 124-145)**
  - no failure, no blame, inevitable consequence of complexity
  - don’t hide from problems
  - build from the slip, don’t destroy
  - hit the next milestone, even if redefined (“vegitate”)
Moving/Rubberbanding/Drawing

- Get the design right for drawables
  - what are properties of drawables
  - who listens to the mouse events (everyone, selected item)
  - what about double buffering vs erasing vs XOR mode

- XOR mode
  - $0 ^ 1 = 1, 1 ^ 0 = 1, 0 ^ 0 = 0, 1 ^ 1 = 0$
  - when an object is XOR’d over itself, it erases itself
  - with AWT, set color to background, current color becomes XOR/background color, and vice versa (otherwise random but reversible)

- Look at Decorator Pattern
  - make a component into a rubberbandable component