Revagenda – 3-tier client-server application for tracking tasks – tasks are things that need to get done and usually are associated with a deadline.

Eventually we will have an API layer, persistence layer, and 1 or more service-layers between, and a client. But to start we will have a console app with fake persistence. Later we will add real persistence, a real API, and manipulate the app using Postman. Finally we will add a simple HTML/CSS/JS client UI, which will get replaced by a modern SPA UI built with Angular.

Starting this week, we will build the console and fake persistence part.

Starting a new project:

Kyle’s optional zen prep step – I got everything for the project ready – the project structure and boilerplate code, as well as the github repo and organization. Set up dev environment, which might including a drive format and OS re-install, and then installing my dev tools.

Planning – Modelling, wireframing, psudocode, workflow modelling, architecture, etc. Everything we do before actually coding.

Tinkering AKA prototyping (optional) – implementing a new solution for the first time, building experience, and running afoul of pitfalls. The point here is to write code, but not code that you ever expect to include in the final source code.

Coding – earnest attempts to solve our problems and complete our project

Code

Test

Feedback

Code…