



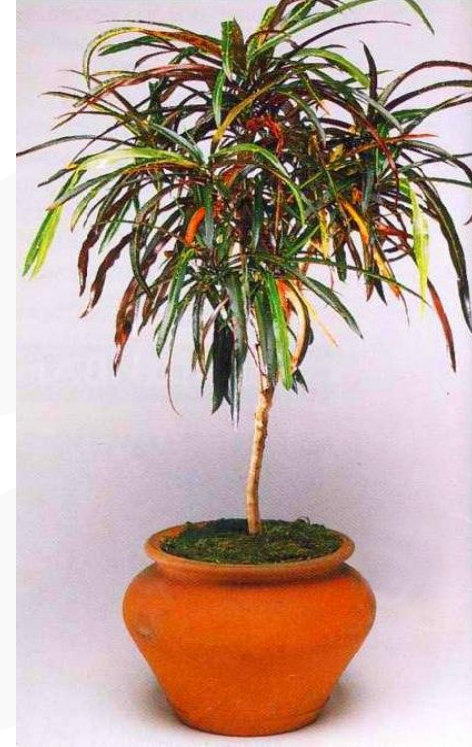
WaterMe

Ein GTA-Group Projekt

Projekt Idee



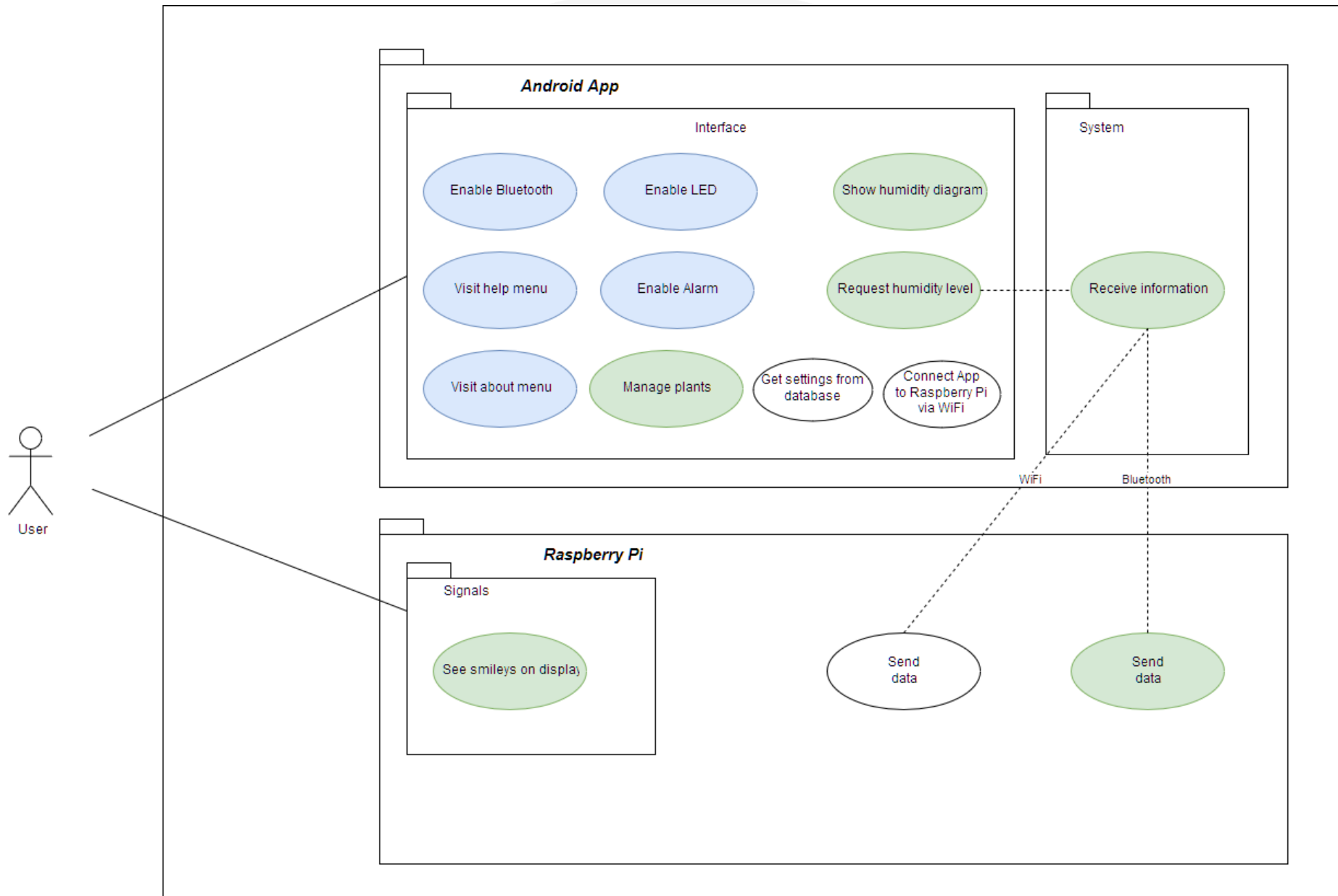
Ohne WaterMe



Mit WaterMe

Agenda

1. Produktperspektive
2. Software Requirements Specifications
3. Projekt Methodik
4. Projekt Management
5. Kostenschätzung (FP)
6. Risk Management
7. Architektur
8. Tests
9. Metrics
10. Patterns
11. Demo


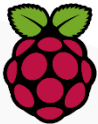





First Semester

Second Semester

Optional

2. Software Requirements Specifications

- Android 
- Raspberry Pi 
- Kommunikation: Bluetooth
- IDE: Android Studio 
- Version-Control: GitHub 
- Programmiersprachen: Java, Python 
- Tools: ObjectAid (Eclipse), Espresso, Jira, Ganttter, Wordpress, GIMP, Visio, Trello

3. Projekt Methodik

- Agile Softwareentwicklung
 - + Reaktiv & Flexibel
 - + Schnelle Verfügbarkeit

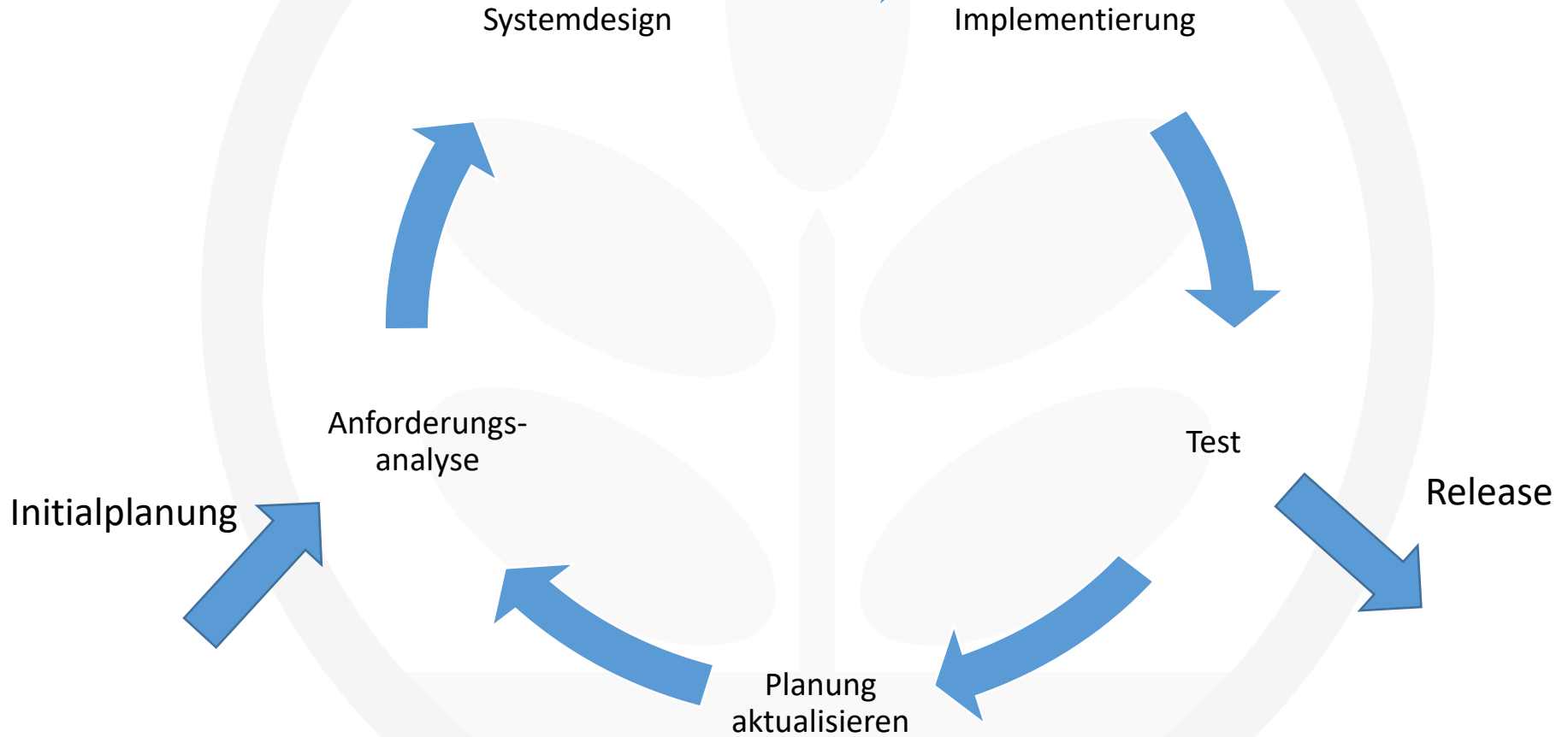
Im Vordergrund:

- Zufriedenstellung
- Zusammenarbeit mit Kunde
- K.I.S.S.
- Funktionsfähigkeit

Paarprogrammierung (Effektiver Code)

Iterative Entwicklung

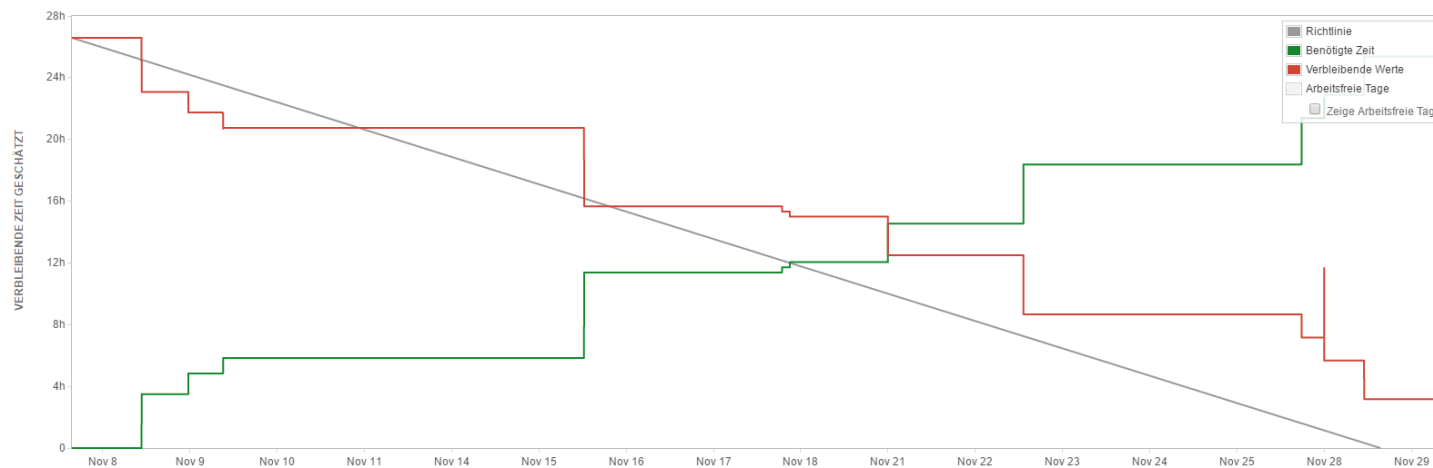
Vorteile der agilen Methodik
Lernen aus Erfahrungen des laufenden Projektes
Weiterentwickeln, was wichtig



Scrumming on Jira



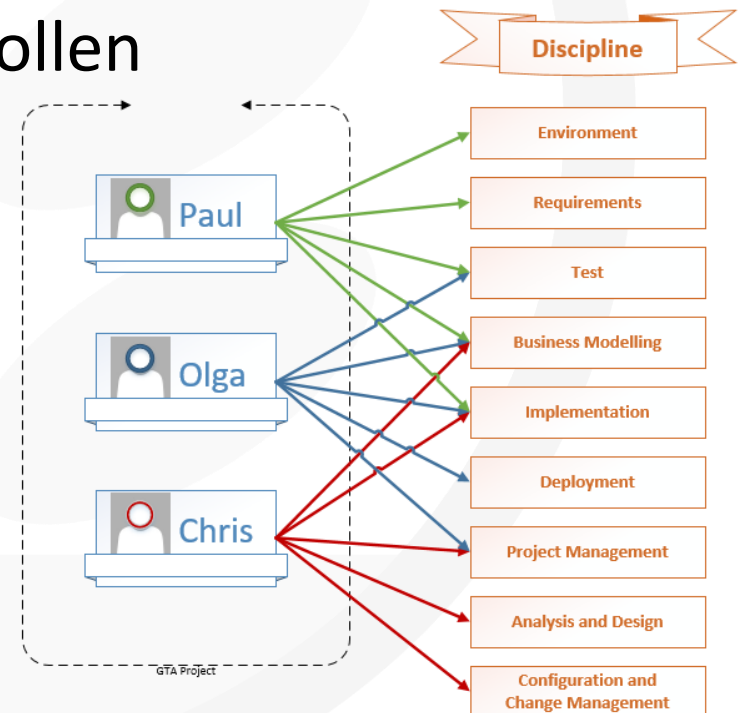
- Selbstorganisiertes Team
- Scrum-Master definiert Sprints
- Kunde definiert & priorisiert Anforderungen
- Entwicklungszyklen (Sprints) 1-4 Wochen



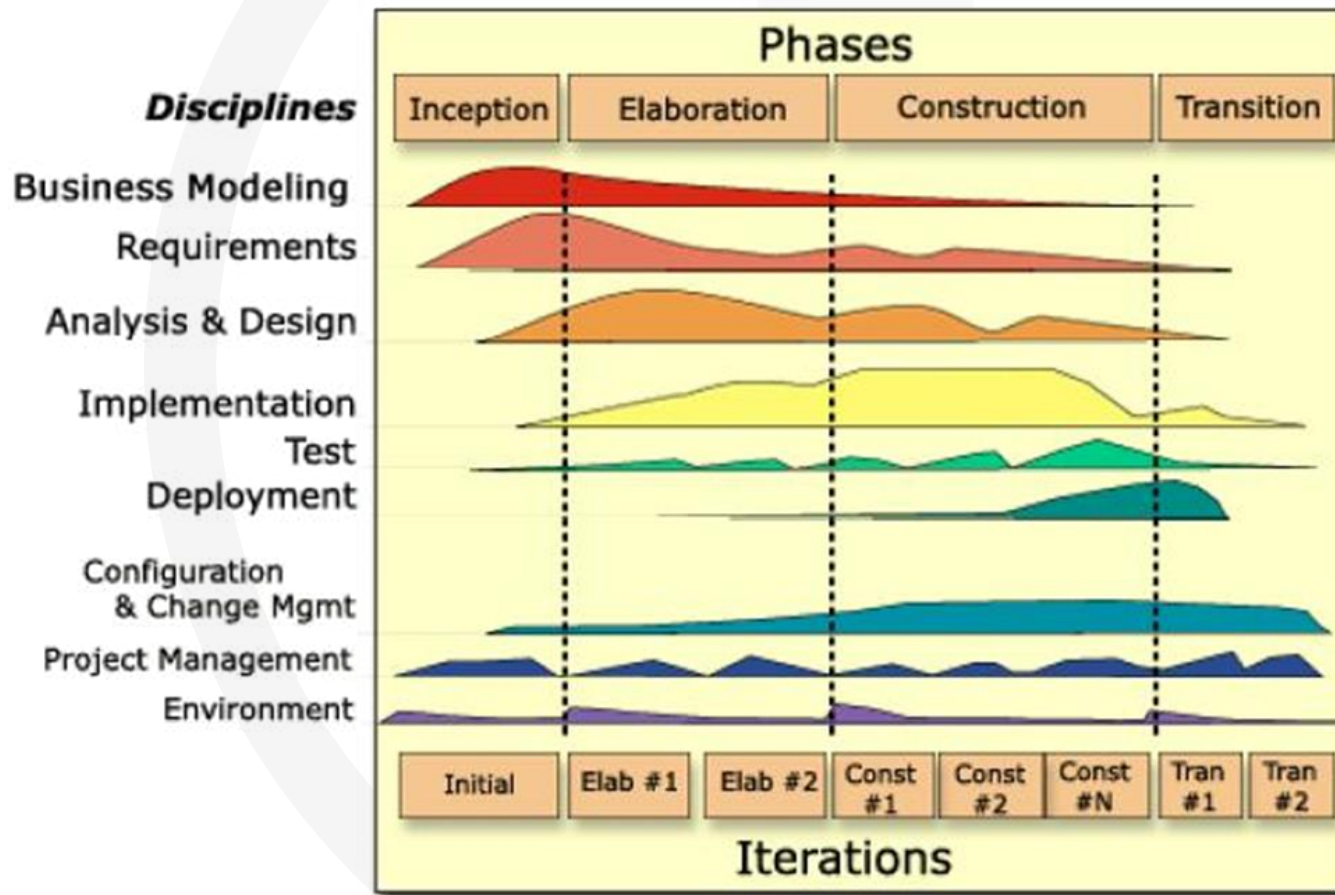
Projekt Management

Rational Unified Process (RUP)

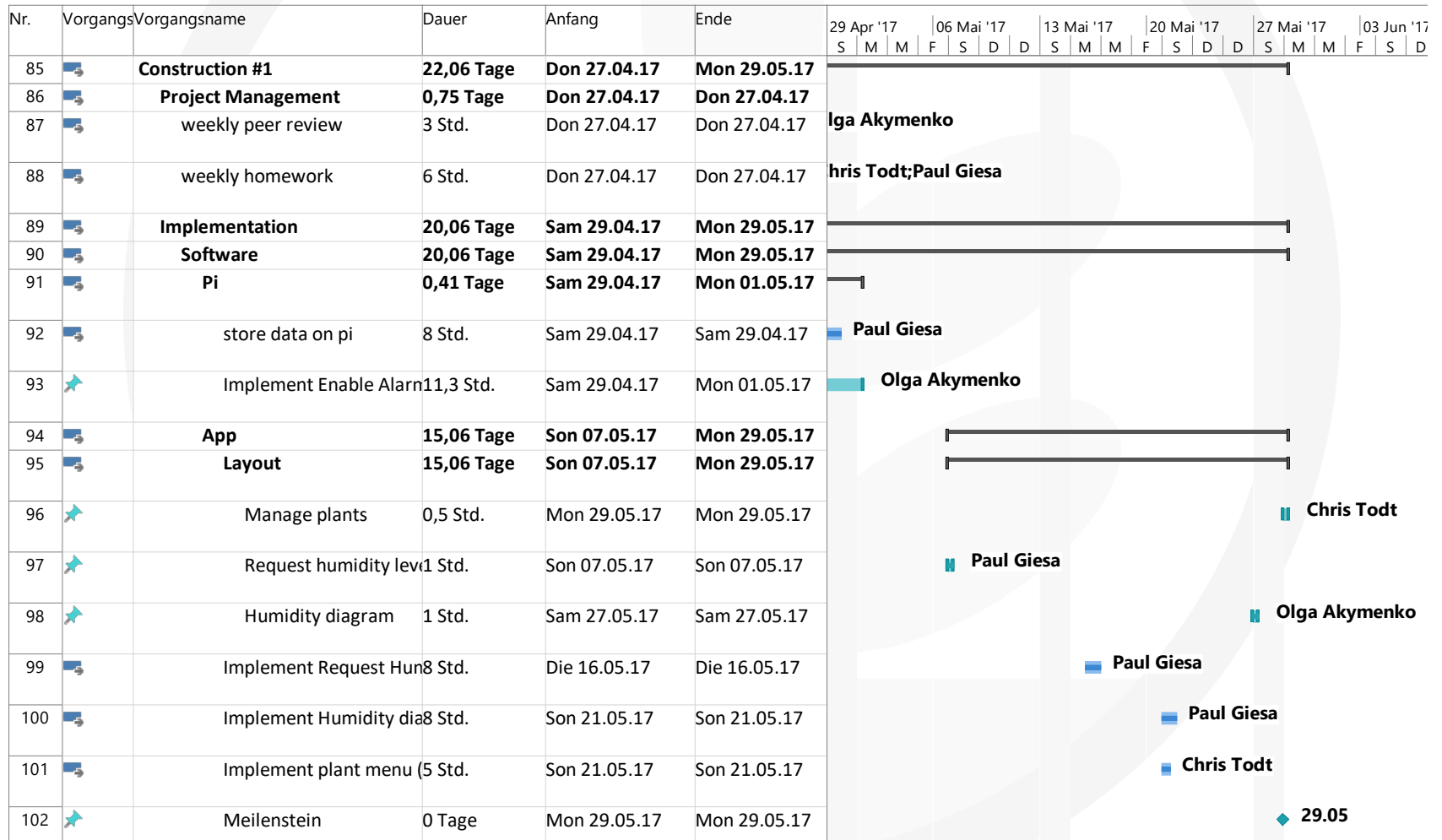
- Vorgehensmodell zur Softwareentwicklung
- Aufteilung der Aufgaben in Rollen



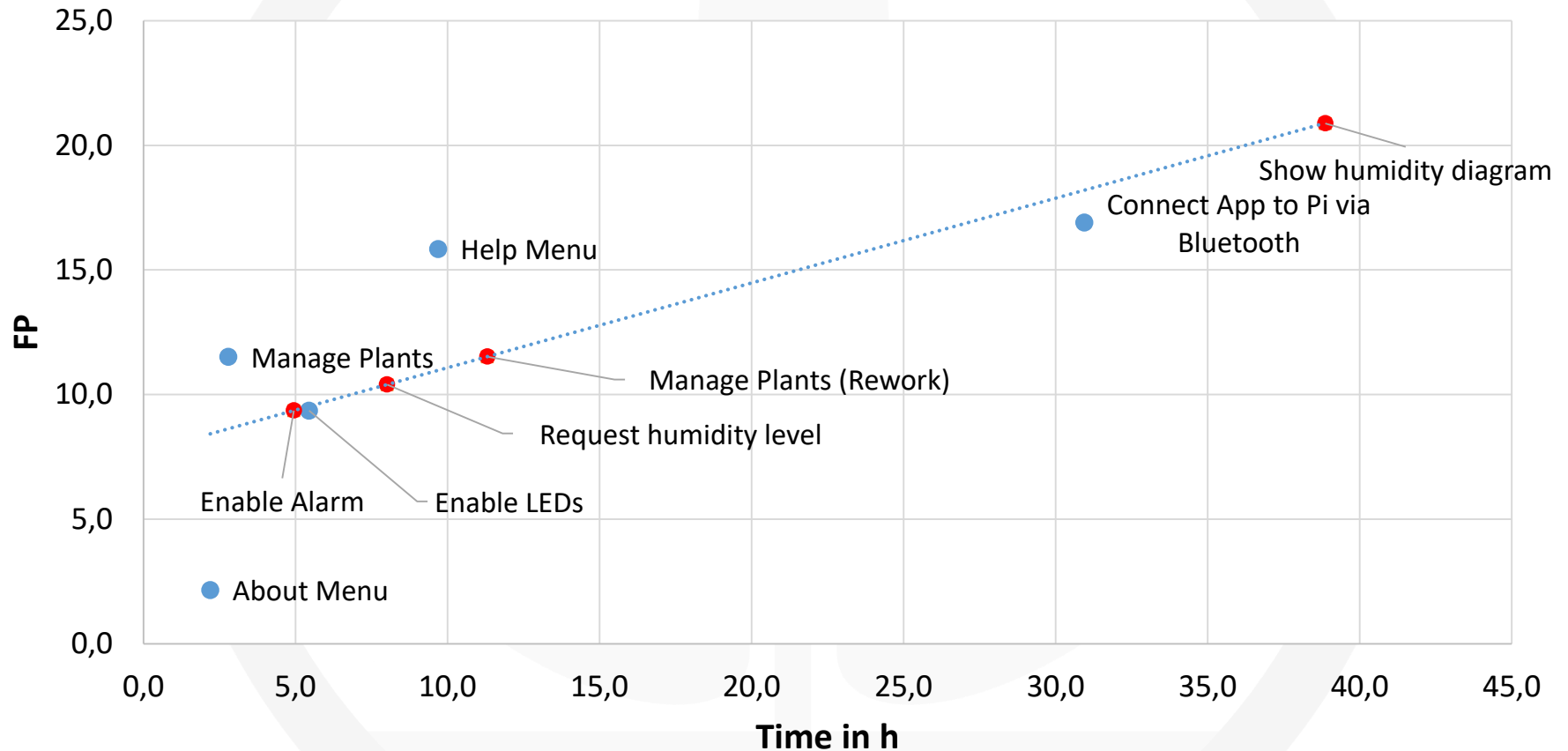
Projekt Management



GANTT



Kostenschätzung (FP)



Kostenschätzung (FP)

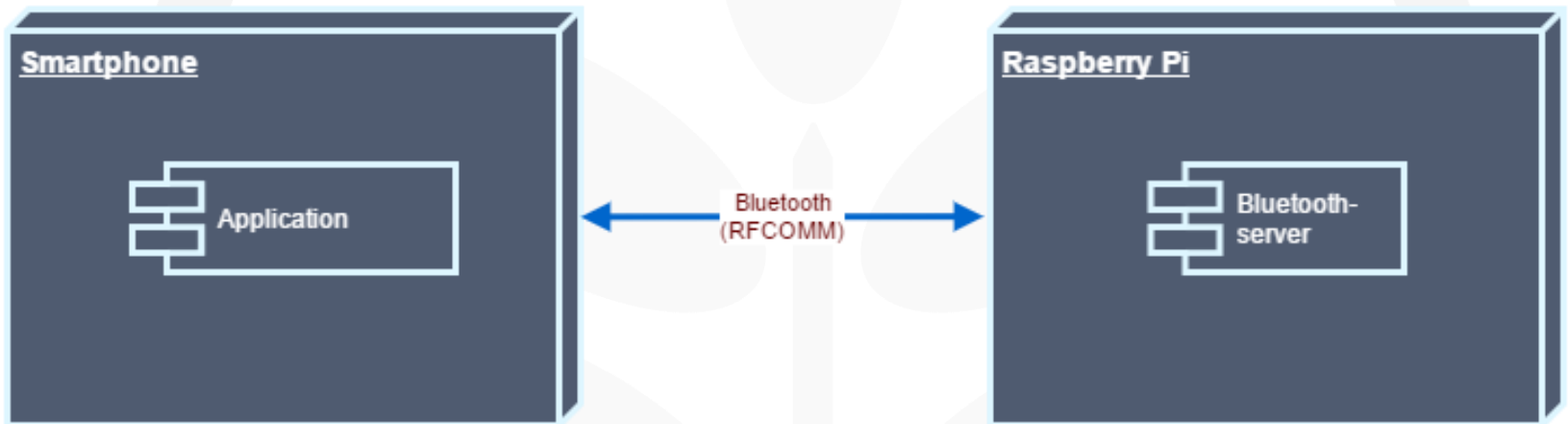
| Use Cases | Berechnete Zeit | Tatsächliche Zeit |
|------------------------|-----------------|-------------------|
| Show Humidity diagram | 38,9 | 20,0 |
| Request Humidity Level | 8,0 | 9,0 |
| Enable Alarm | 11,3 | 5,0 |
| Manage Plants | 5,0 | 18,0 |

Risk Management

| Identified | Prob of occurrence | Damage | Mitigation strategy | Person in charge | Risk factor |
|--|--------------------|--------|--|------------------|-------------|
| trouble implementing feature | 80% | 3-7 | read documentation/ ask for help | Paul & Chris | 2,4-5,6 |
| Hardware breaks (e. g. Raspberry, sensor) | 40% | 1-10 | replacement Hardware | Chris | 0,4-4 |
| bad time manangement | 40% | 8 | detailed planning | Olga | 3,2 |
| bad communication | 30% | 7 | communicate | Olga | 2,1 |
| chosing wrong software tools | 5% | 8 | inform well about software features | Paul | 0,4 |
| Illness of team member (> 1 week) | 5% | 7 | eat apples | all | 0,35 |

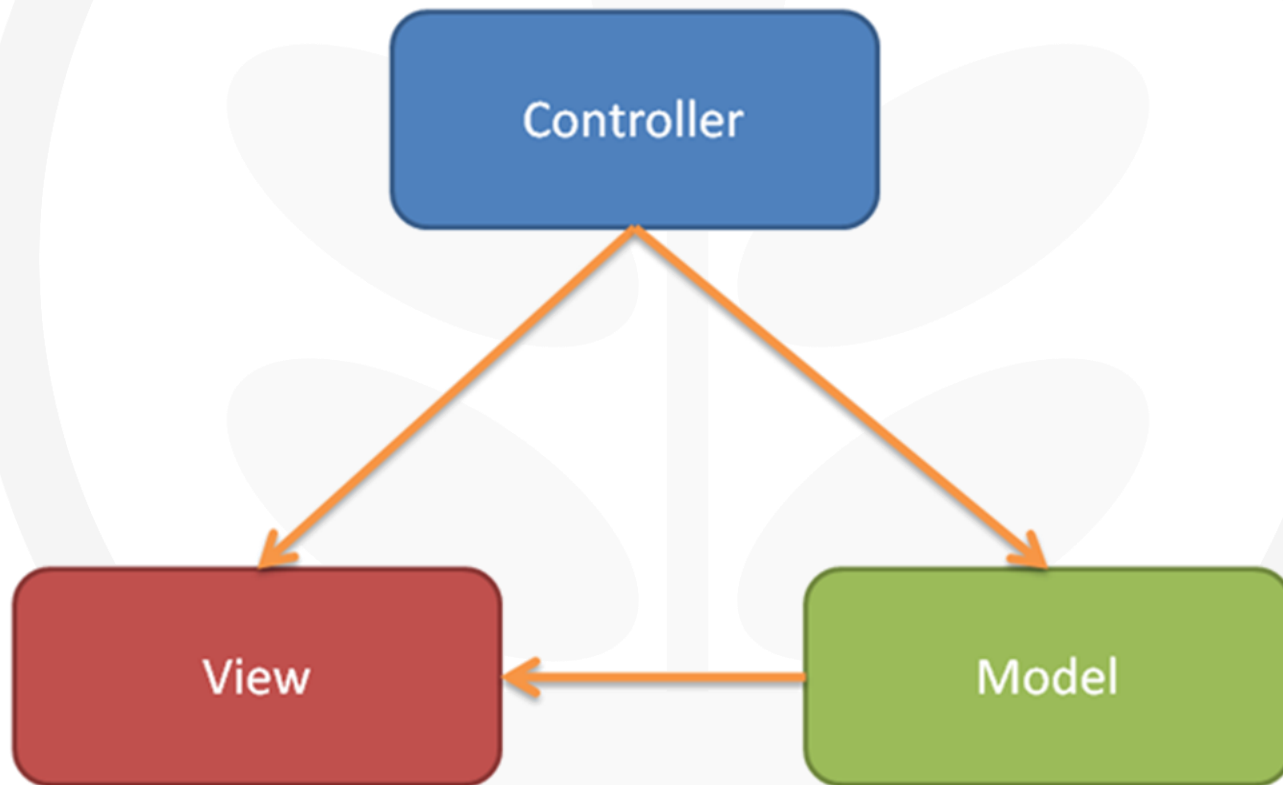
Architecture

Deployment View

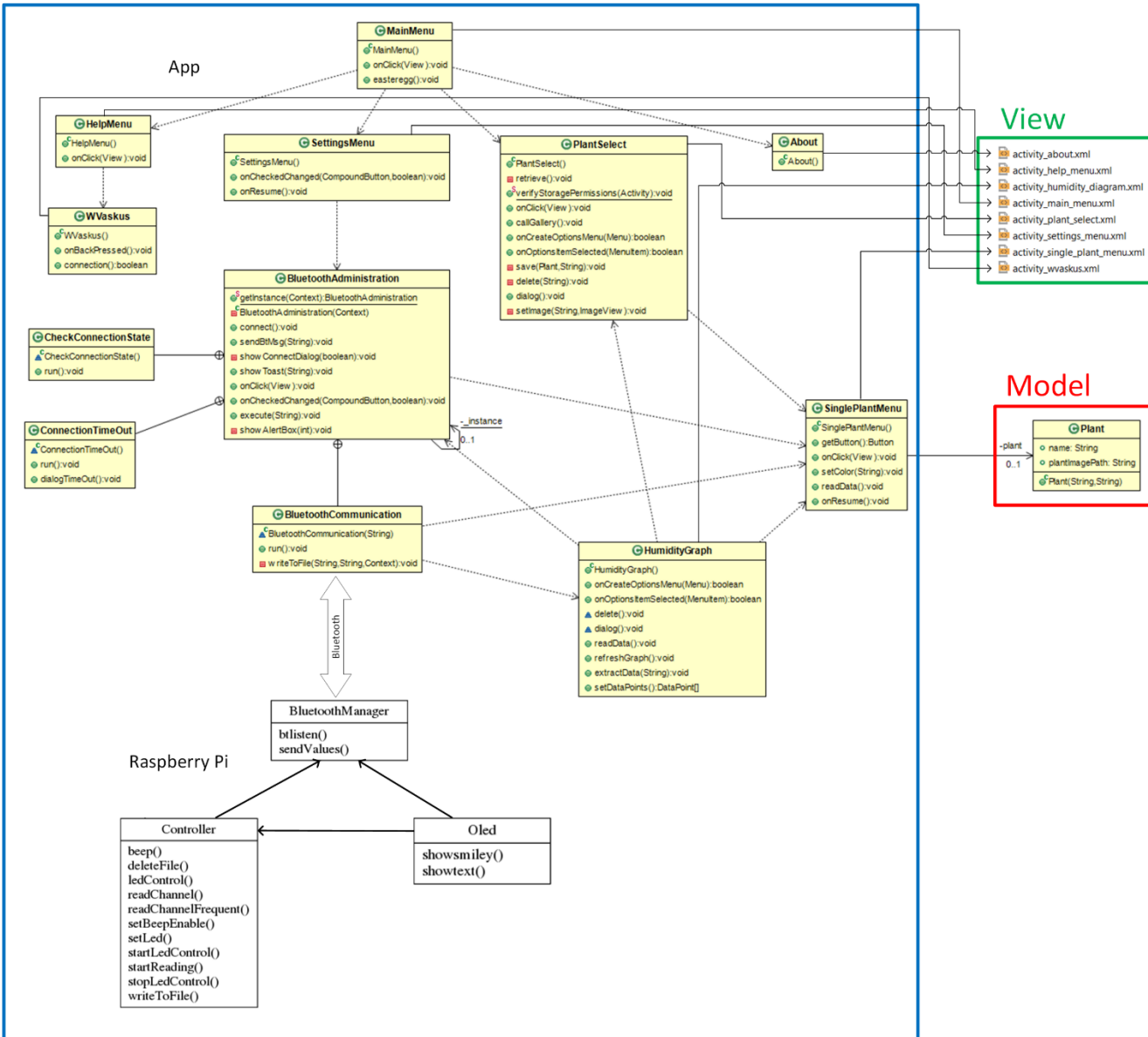


Architecture

Model-View-Controller (MVC)



Controller



Testing mit Espresso

Warum testen?

- Vermeidung unerwarteter Ergebnisse
- Funktionsfähige Benutzeroberfläche

Warum Espresso?

- in Android Studio integriert
- Einfach zu bedienen
- Record Funktion



Tests in 'com.project.gta.demo': 8 total, 8 passed

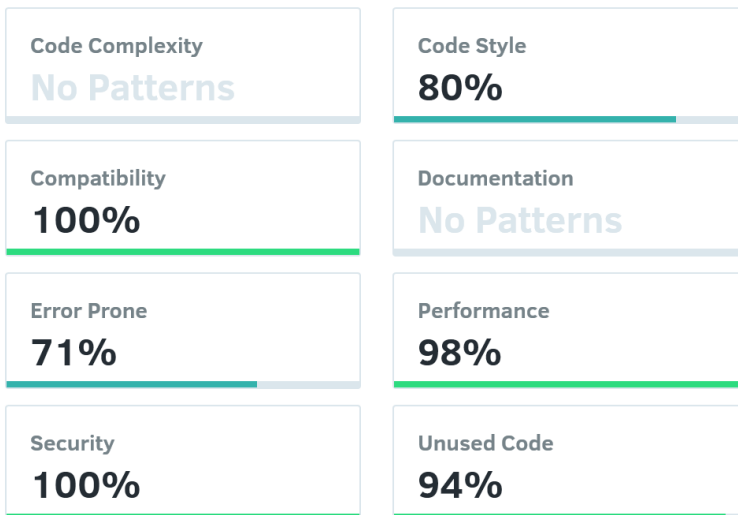
1 m 38 s

[Collapse](#) | [Expand](#)

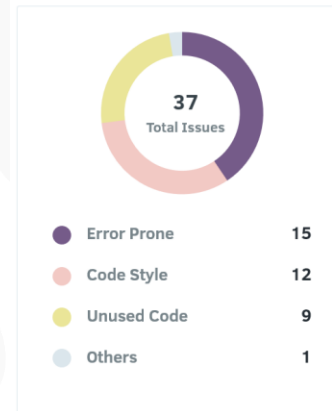
| | |
|---|----------------|
| com.project.gta.demo.UCEnableA | 6.70 s |
| <u>UCEnableBluetooth</u> | passed 6.70 s |
| com.project.gta.demo.UCEnableAlarm | 16.35 s |
| <u>UCEnableAlarm</u> | passed 16.35 s |
| com.project.gta.demo.UCEnableLED | 1.99 s |
| <u>UCEnableLED</u> | passed 1.99 s |
| com.project.gta.demo.UCManagePlants | 35.67 s |
| <u>UCManagePlants</u> | passed 35.67 s |
| com.project.gta.demo.UCRequesthumidity | 6.83 s |
| <u>UCRequesthumidity</u> | passed 6.83 s |
| com.project.gta.demo.UCShowHumidityDiagram | 23.25 s |
| <u>UCShowHumidityDiagram</u> | passed 23.25 s |
| com.project.gta.demo.UCVisitAboutMenu | 1.03 s |
| <u>UCVisitAboutMenu</u> | passed 1.03 s |
| com.project.gta.demo.UCVisitHelpMenu | 6.19 s |
| <u>UCVisithelpMenu</u> | passed 6.19 s |

Metrics

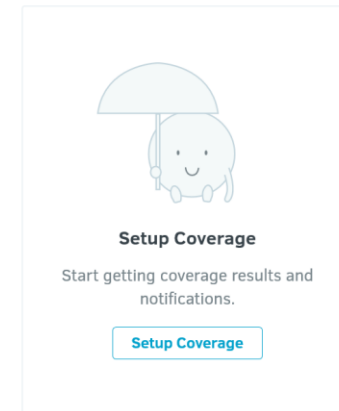
A Project Certification



Issues Breakdown

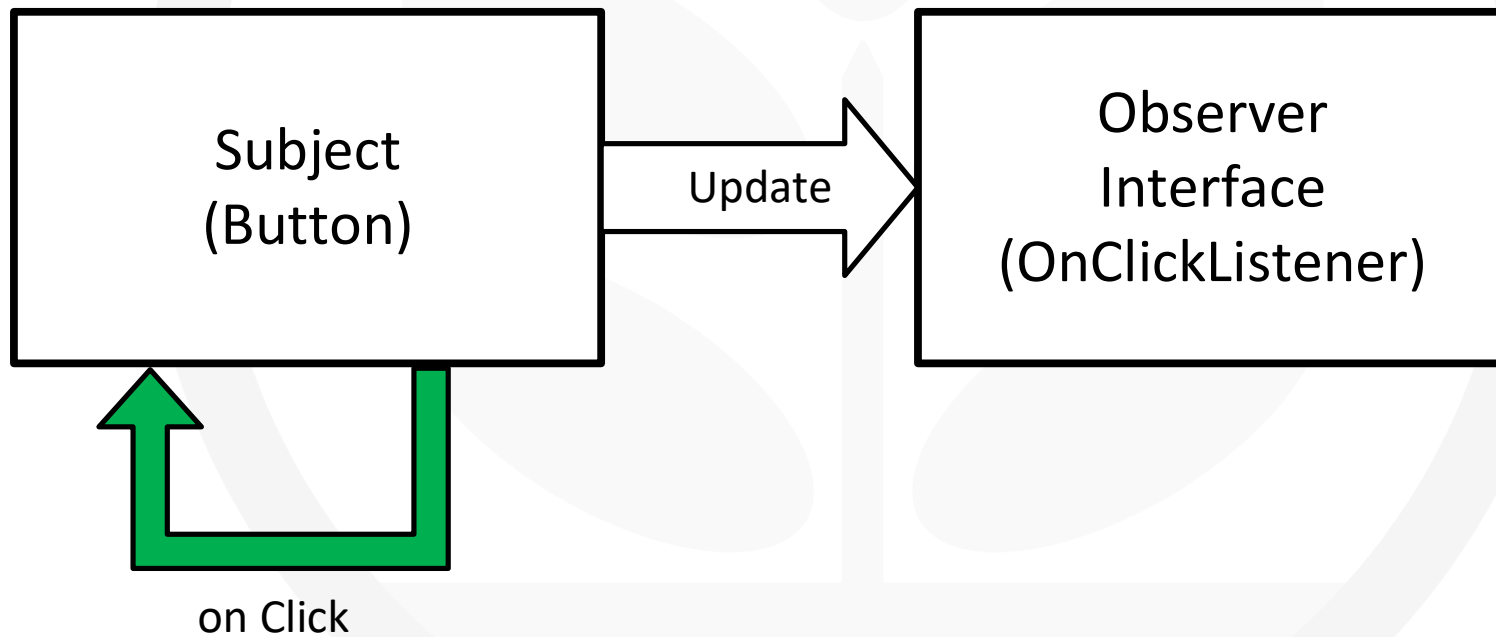


Coverage

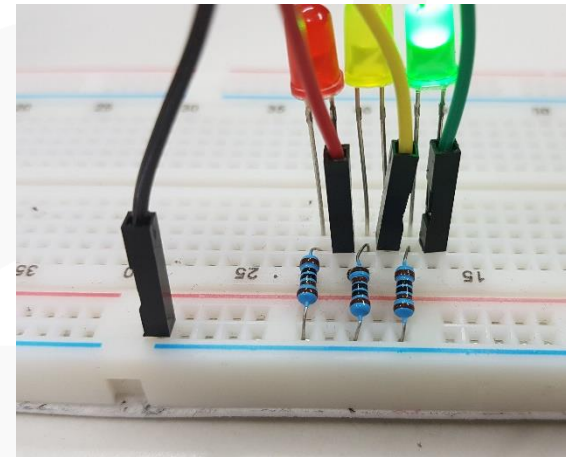
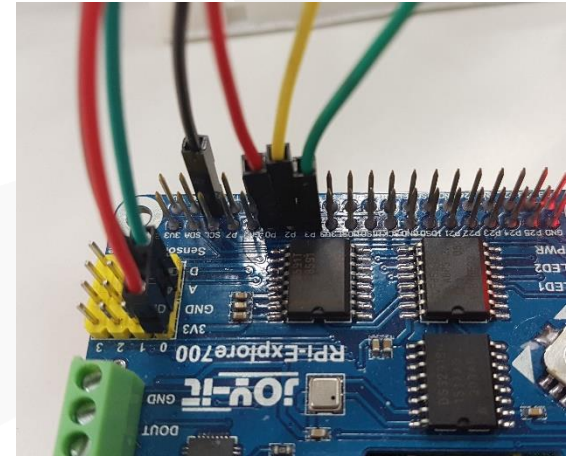
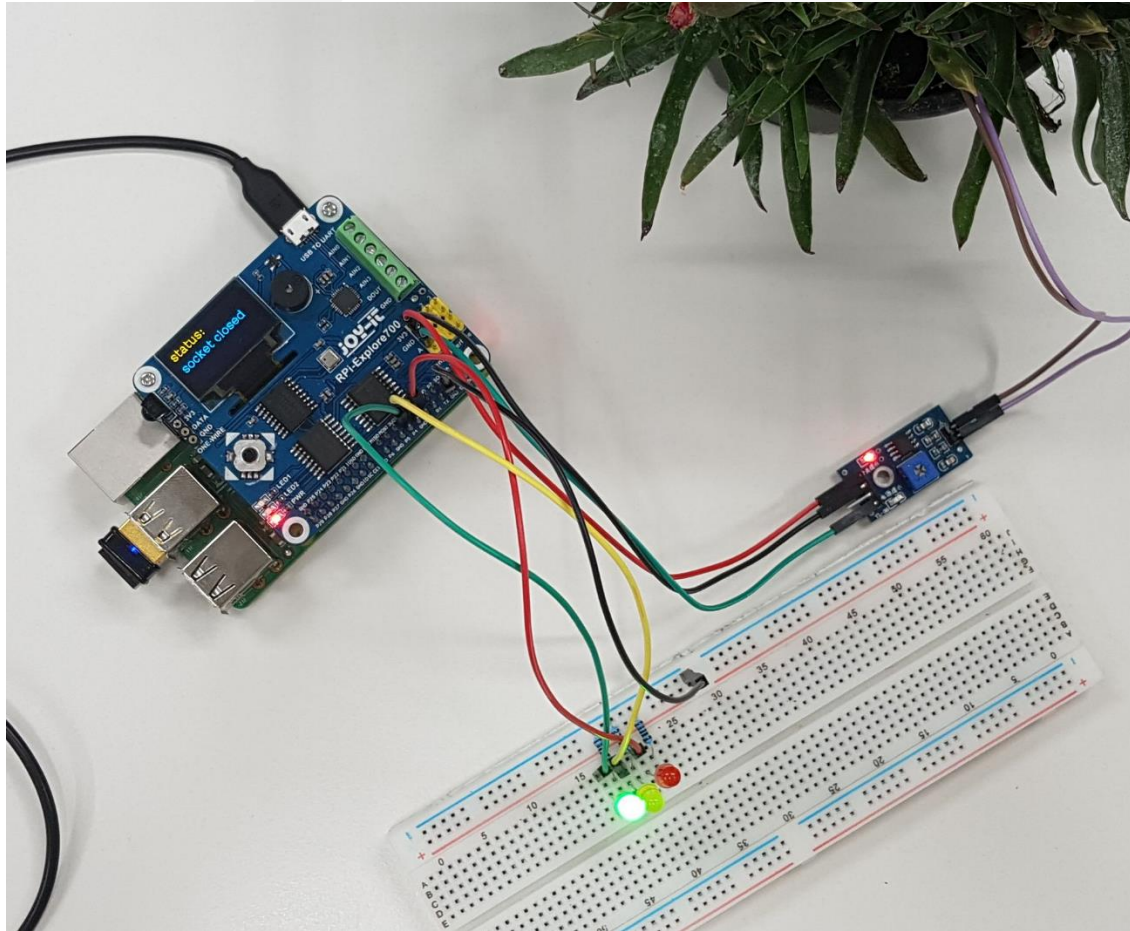


Patterns

Observer Pattern:



Aufbau



Demo



