I decided to work with Marek, Andreea and Karolina because we have been working together since beginning of semester. I had no problems with cooperating with them during our project so I think it was good decision. The task we were given was simple and straight. I like idea of giving students interview since this is much closer to real life work than predefined model that has to be implemented. In interview we had specified some requirements, but we had free hand at the same time.

We planned our meetings for every two days since we came to conclusion that mostly we are more productive at home. I usually split work and told other members what they should do at home. We primarily used GitHub as our share point since it allowed us to code at the same time, share and merge code right away, and see all the changes other members did. On our meeting we discussed questions and worked on the code together. We have worked on the documentation for the project while coding, because we have found it more time efficient.

At the beginning I was designing GUI while other members worked on the model. This was the point where I encountered first complications. The interview didn’t specify how the model should look like and every team member had different idea. We had to discuss, but it didn’t take long to find reasonable solution. I found out that communication in the team is really important. It the beginning I was a bit worried. I have some professional programming experience and I was scared that other team members wouldn’t understand my code, but I was wrong. The understood quickly and did their work very well.

Language wasn’t problem at all. But it’s true that sometimes I realized that I argued with mark about the code in Slovak. It wasn’t big problem since he summarized our conclusion to the group afterwards. I even found it more efficient that way.

At the testing phase we found some bugs and things which didn’t work. I have to admit some were pretty hard to find and solve. Most often the reason was that other member implemented some methods and I used them. It seems easy but understanding somebody’s code is not easiest thing to do. The logic in the code is simple but the intention isn’t. Fortunately, communication solved most of these problems for us. We understood each other and then quickly solved the problem. Also in the half of the project we have decided not to use MyDate class we have made during our sdj lessons, but instead to use built in Java Date and LocalDate. The reason was simple; those were working better. But switching classes while in the middle of project was tricky. We had to redo a lot of code to work properly.

To sum it all up, I gained a lot of experiences while doing this project. It helped me to develop my communication skills, teamwork and cooperation. I liked the way task was presented and possibility to add things to the project. It made me feel more motivated, and I am always more productive while having fun and enjoying my project.