| Fontys Hogescholen |
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| Process Report |
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| PRJ CB02-02- KSA Solutions  Supervisor: Brice Guayrin  Eindhoven, 01/2022 |

# Document Change Record

| *Date* | *Version* | *Author* | *Comments* |
| --- | --- | --- | --- |
| 19/01/2022 | 1.0 | Kenneth , Andrija and Sander | Solution Approach,problem Description, Update Section |
| 20/01/2022 | 1.0 | Andrija | Intro, Conclusion and Work Division |
| 20/01/2022 | 1.0 | Sander | Process and Results |

# Definitions, Acronyms and Abbreviations

| *Term* | *Description* |
| --- | --- |
| UML | Unified Modeling Language |
| GUI | Graphical User Interface |
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1. Work Division

## Week 1

***Name student***

***What task***

| *Andrija*  *Sander*  *Kenneth* | Project Plan First Version, Interview question |
| --- | --- |
| Project Plan First Version, Interview question |
| Project Plan First Version, Interview question |

## Week 2

***Name student***

***What task***

| *Andrija*  *Kenneth*  *Sander* | * Updated the Project Plan: Based on our tutors feedback * Commence **URS** document, worked on introduction, background and more specifications that were agreed on with the client |
| --- | --- |
| * Started writing the URS, background, scope and stakeholder * Updated the Project Plan: Improved Team, Constraints and Phasing section * URS writing: User requirements section |
| * Updated the Project Plan: Improved Client & Current Situation Section, added Gantt Chart |

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## Week 3

***Name student***

***What task***

| *Andrija*  *Sander*  *Kenneth* | * Improved all the functionalities of the **URS** document * Made the **UML** * Implemented **database tables and relationships** . * Wrote use cases for the **URS** document * Designed the **GUIs** |
| --- | --- |
| * Improved the **URS** document * Designed the **Stock GUI** |
| * Finalize the **URS** document.(Improved the Use Cases on feedback) * Designed the **Department GUI** * Wrote use cases for the **URS** document * Designed the **GUIs** |

## Week 4&5&6

***Name student***

***What task***

| *Andrija*  *Sander*  *Kenneth* | * Updated all the new classes in **UML** * Updated the **database** * Process and Results in Process Report   Employees Form.   * Login form (login functionality) * Introduced end users based on user analysis of the company (+Gen. Man., ,Department Man. , HR Man. ,Store and Warehouse employees),based ,Contracts, Home form(Edit tab) |
| --- | --- |
| * Stocks class (base class, controller and db connections) * Stocks form * Test cases for Stocks * Problem Description in the Process Report |
| * Shift Class (base class, controller and db connections) * Schedule form (Update and Delete func) * Solution Approach in Process Report * Schedule form (Listing and Adding func) * Intro, Conclusion, Work Division in Process Report * Test casses for * Departments classes (base class, controller and db connections). * Test cases for Employees, Schedule, Home, Statistics Forms |

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## Week 7-9

***Name student***

***What task***

| *Andrija*  *Sander*  *Kenneth* | * Updated all the new classes in **UML** * Updated the **database** * Process and Results in Process Report Employees Form. * Implemented **CRUD** functionalities that are available for Managers * Test cases for Employees, Home, Statistics Forms   User (+department, manager, hr, warehouse), Contracts, Home form(Edit tab) |
| --- | --- |
| * Login form (login functionality and password resetting) * Stocks class (base class, controller and DB connections) * Stocks form * Home form(schedule tab) * Test cases for Stocks & LogIn Forms * Problem Description in Process Report |
| * Solution Approach in Process Report * Intro, Conclusion, Work Division in Process Report * Departments classes (base class, controller and db connections). * Test cases for Department, Schedule |

## Week 10-12

***Name student***

***What task***

| *Andrija*  *Sander*  *Kenneth* | * Wrote the **manager's view** in the application (employee, stocks, statistics and notification) * Wrote the **Application Guide** for the client * Made Employees view page on desktop application their part of the application * Making 3 different status that users can have Inactive, Active or to set their status to Away * Implemtned feature that every Employee will have a specific department |
| --- | --- |
| * Improved the **stocks** view and functionality * Wrote the **Application Guide** for the client |
| * Wrote the **CRUD** functionalities for the **department** page and classes * **Updated the UML and data diagram** * Wrote the **Application Guide** for the client * Shift Class (base class, controller and db connections) * Schedule form (Update and Delete func) * Schedule form (Listing and Adding func) |

## Week 13-16

***Name student***

***What task***

| *Andrija*  *Kenneth*  *Sander* | * Made Employees change their personal information and have an overview of their contract * Implemented Resupply request feature * Worked on days off approval feature * Having announcement and event page where all the necessary notifications can be found chronologically |
| --- | --- |
| * Search filter Schedule class * Made first proposal for the shift automation * Made Shift and assigned employees to shifts * Departments are only deleted after they are emptied |
| * Added all the information of the logged in user in the website * Employees can register that they are sick on the website |

## Week 16-18

***Name student***

***What task***

| *Andrija*  *Kenneth*  *Sander* | * Implemented Statistics for the Managers of the application * Employees can see resupply requests on the web application now * Implemented Resupply request feature where request can be partially approved |
| --- | --- |
| * Improved shifts on clients feedback * Updated UML * Added the option to add inactive users inactive users are stored * Created an activity diagram with all the constraints for automation |
| * CRD of schedule on the website * R of employees and stocks in the website |
|  |

# Personal Reflection

#### Kenneth:

This iteration was structured, it spaced out and specified tasks. Allowing us to choose and discuss what task we felt was most important and what time we gave to complete it. Unlike the first interaction ( The Waterfall model), I tried to make time to attempt tasks, and request help when I needed it. There’s still room for improvement from my side but all in all, I think it went well.

#### Andrija:

This is one of the difficulties that everybody faces on the path to becoming a good programmer and more important a good person. Throughout these 18 weeks, I have learned a lot about people, programming, how important it is to have things under control and that good administration get the job done quicker, however the most important I learned a lot about myself and the things where I am doing good and also the ones that may be improved. I find teamwork very important and that’s something that is hard to maintain, at the beginning it was hard to work together, despite that by the time we got to know each other more I started enjoying it more and I would say everyone else did. In my opinion work division wasn’t always the same, nonetheless, It helped me achieve more and additionally obtain more knowledge, which is always a positive thing. Overall it was a really pleasant experience where I learned a lot, see how tutor/client meetings look like, enjoyed every part of the process and I will try to give my maximum to keep going and accomplishing more in the future.

#### Sander:

This project has been interesting, working with a really diverse group. Learning to work together and figuring out what the differences are in work ethics. Also a thing that we had to keep in mind is that due to not having a common native language, that we have to keep trying to be as clear as possible when explaining something to someone. And that while you might have the same idea, people sometimes explain it in a different way, making it seem like they have a completely different idea while this isn't the case.

# Reflection about applying Iterative

While the waterfall methodology gave a good overview of what the goal was, there was little space to introduce new ideas, while the iterative methodology gave a lot of freedom. This created a new challenge, keeping the documentation on a good level, while keeping track of meetings and designing a solution in the meantime. We definitely enjoyed having more frequent meetings with a client.

# Reflection about the differences between waterfall and iterative

The main difference between these two is that we could meet the client more. This helped us with clarifying if we are on the right track ahead of time, for example, we were informed we thought of the manager and administrator roles wrongly ahead of the presentation and we were able to correct them in time.