University of Waterloo

Faculty of Mathematics

# Developer Workflow on Linux and Windows

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Self-study

International Medical Solutions

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1 March 2016

# Memorandum

1 March 2016

${supervisor\_name}

Senior Software Engineer

International Medical Solutions

2425 Matheson Blvd

Dear Sir,

I have prepared the enclosed report, “LAN in the Workplace,” for my 2A work report and for the Internal Software Development Department. This report is the first of four required of the University of Waterloo Computer Science Coop program.

As an employed coop student at International Medical Solutions, my responsibilities include supporting the development of software for our clients. As part of my duties I have been exposed to the typical workflow of the Microsoft technology stack.

As part of my duties and self-study, I have created a report to document my findings regarding the workflow between different technologies used in industry. The report titled “Developer Workflow on Linux and Windows” highlights the findings of my self-study and is as below.

Sincerely,

Andy Hoang Nguyen

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# Executive Summary

This report is made to inform the reader about the difference in the workflow of a developer between the graphical user interface (GUI)-based workflow and the terminal-based workflow.

This analysis is split into three major sections. That is, the

# Introduction

Workflow in this document is defined as usual process that developer goes through in the process of developing a feature for an application. In the workforce, there is two main classifications of workflow in software engineering.

One is classified as the

# Analysis

## Terminal-Based Workflow

Terminal-based workflow in this document is defined as usual process that a developer goes through in the process of developing a feature for an application.

## Graphical User Interface-Based Workflow

Sic semper Tyrannis

## Workflow Analysis

# Conclusions

As a developer in industry, I have been exposed to numerous technologies, each with their own workflow.