Personal Report N.1:

Software Engineering Project

By: Antoine Merlet

Professor: Dr. Yohan Fougerolle, Dr. Cansen Jiang, Dr. David Strubel

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This is my first report. It came pretty late according to the beginning of this project, and the reasons will be detailed in this report.

I.   TEAM MANAGEMENT

From our backgrounds, we determined that I had the most knowledge regarding Software development and design. From this, I inherite the following taks:

- SVN management (Github)

- Dependencies installation

- Software design

- Coding conventions management (documentation, management)

- Team meeting leading

On top of improving our knowledge of C++ (which is the main goal of this project), i will try to share my knowledge about good habits in coding and software engineering.

II.   SOFTWARE INSTALLATION

I had the task to manage the installation part of the project, ie. figuring a way to run the previous codes. Even if each report from the previous year tried to explain how to do so, their guides were not sufficent to allow an easy installation (due to outdates links, missing informations, etc). This part took me a lot of time in the past weeks, as we did not have any knowledge of Cmake, Qmake, .pro files, libraries, etc... The other teams had troubles as well, and we shared our experience and solutions to make it work. The problems were library linking and .dll locating, but mostly QVTK generation. All this problem were solved first by our classmate Roger, who kindly wrote an installation guide, and provided the files if needed. For this project, we will provide, on a File storage platform, all the required compenents, for and easy installatiion.

III. CODE STUDY

Here is a quick review of the current projects:

- 3D-Korn: doc, comments, classes, complete GUI.

- 3D-Scanner-GUI: No OOP, no documentation, few comments, strange GUI implementation choice

- the-scanner: inconsistent doc, OOP, interesting GUI with settings management

- vtk: manually created GUI, few comment/doc.

Overall, The projects 3D-Korn and the-scanner might be easy to reuse, due to their organization and the ideas they bring.

IV. FUTURE PLAN

For next week, I will produce a meaningful UML class diagram for this project. After validation with the team, it will be filled with class attribute members and functions. We will then be able to start coding.