Object Oriented Systems Development Assessment Group Report

For our project, the team agreed on assigning Arafat Chowdhury as the leader of the project. This meant that he would organise group meetings to discuss the progress of the project. Additionally, he also designated roles to the other team members and also the tasks that each member should work on.

Jaime Pozo Villar, Wai Shing So (Wilson) and Htet Aung were the main software engineers of the group, meaning that they worked on the bulk of the implementation phase of the project. Jaime and Wilson worked on the implementation of the classes. Then, using a JavaFX GUI made by Arafat and Yahye, they implemented the functionality for the JavaFX. Arafat also helped with the implementation slightly, coding the choice box for the area selection.

Abdiazziz Abdullahi and Yahye Aidid were the main software testers. Yahye created test tables that we used in the testing after the implementation was complete. Then, he worked closely with the software engineers, mainly Wilson, to do the testing.

In order to coordinate our work, we used GitHub to store all the files. That way, when someone updated the code, they could put it in the GitHub so anyone else can get the code and continue to update it. However, we still needed an easy way to communicate with each other, which is why we used a group chat on Whatsapp to communicate with each other. Whatsapp was used to keep everyone updated on the project's progress and to organise meetings.

In the first three iterative cycles, we completed the use case, class and sequence diagrams. These diagrams were all made on Jaime's computer, with everyone else providing feedback and making suggestions on how they should be designed. The fourth iterative cycle was focused on implementing the java classes and creating the fxml file for the GUI. There was then a large gap between iterative cycles four and five, as a lot of our group struggled to get JavaFX set up.

The fifth iterative cycle was spent implementing the functionality of the application. We exported the fxml file for the GUI into a netbeans project so that we could do this. However, as mentioned previously, most of our group struggled to get JavaFX due to technical issues, so the first couple weeks of this iterative cycle was spent getting our problems fixed. After that, we were able to complete the implementation. Most of the code was written by Wilson.

Once we finished the implementation, we organised a meeting where we tested the application against a test table that Yahye had created. While some test cases were successful, others were not. Because of this, we went back to the code of the application in order to change the code to meet the requirements of the unsuccessful test cases.

One of our design decisions was to make use of the static keyword in java in the CedarWoodsAccommodationSystem.java. This way, the application wouldn't accidentally create multiple instances of the file. We also made the attributes of the classes private, because we did not want other classes to directly access these attributes. Rather, we

created public set and get methods that other classes would have to use if they needed to access another class' attributes at any point.