# UML Class Diagram:

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# Plan: (what?)

The goal of iteration two is to read data from a csv file and add parties to an electorate then print their name, votes and percentage of votes as json data. First, I will plan my code with a class diagram and then code and test the program.

## Estimated time for each task:

|  |  |  |
| --- | --- | --- |
| Task: | Estimated time: | Actual time: |
| UML Class diagram | 30mins | 30mins |
| Write Party class | 30mins | 15mins |
| Write Electorate class | 30mins | 15mins |
| Read CVS file | 30mins | 1hour |
| Add Party to Electorate | 30mins | 45mins |
| Print to file | 30mins | 40mins |
| Unit tests | 30mins | 2hours |

# Unit Tests:

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# Pseudocode:

import needed modules

get readstream of csv file

class Party has: partyName, votes, votePercentage

class Electorate has: electorateName, partyCount, partyList

class Electorate has method: addParty

addParty takes in partyName, votes, votePercentage and then appends that to partyList and increments partyCount by 1

make new Electorate object

parse csv file

pass each line of csv file to addParty and add it to the Electorate object

stringify the Electorate object

write the Electorate object to the electorate.json file

export both classes

# Evaluation:

## Style report:

I have globally installed ‘standard’ which is a javascript style checker (<https://standardjs.com/>)

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As you can see there are no errors other than the classes I have imported from my iter2.js to unit test are not defined (they are of course defined in iter2.js and I don’t see why I need to define them all over again here since that is the entire point of importing code) The mocha methods of “it” and “describe” are also undefined, but again I have imported mocha so there is no need to define them. I am not too happy with this as I don’t see a way to make ‘standard’ happy about these and shut up.

# What happened vs what was planned:

The main way I deviated from my plan was by running over time for some tasks, especially unit testing. I also massively ran over time if you count the time I took to teach myself all the various frameworks and modules I have used in this iteration. Teaching myself nodejs, npm, git, mocha and chai took upwards of 10 hours but I think it was personally worth it because I am quite happy with the outcome and I am now able to make a node project with local dependencies, test it with mocha and chai and push it to github.

I’m not too happy with the quality of the code itself in iter2.js though, I think I would have done some things differently in hindsight now that I know more about javascript. For instance my use of a forEach() function instead of a simple for loop, because I did not know how to do a for loop in javascript yet.