CIS 4250 – Software Design V
Instructor: Prof. S. Scott
Individual Accountability Report (IAR) Template

Note. Refer to the Project Manual for detailed instructions for IAR submissions.

Individual Accountability Report (IAR) Template
The following questions MUST be included and answered completely for each submitted IAR.

IAR must be submitted one of the following file formats: text or PDF.

Q1. Student Name: Emily Kozatchiner

Q2. Student ID: 1149665

Q3. Associated Team Deliverable: Interim Project Milestone 1

Q4. Team #: Group 5, Section 2

Q5. What were the main technical or methodological knowledge, skills and/or abilities (KSAs) that were required to complete this team deliverable? What prior courses or experiences (e.g. co-op, group project, etc.) from your Software Engineering degree did you draw on for these KSAs? (bulleted list is preferred):

- Sprint workflow on completing tickets was learned throughout my most recent co-op internship at Dayforce (2024). Proper branch naming, commit messaging, reviewing PRs, and writing clean code were all daily activities that I mastered over the course of my internship.
- Assigning weights to stories also came from my internship experience. Sprint grooming was frequent and everyone's opinion on a story's weighting mattered, therefore I felt confident in estimating the time spent on a story from prior experience.
- Learning how to reconstruct code in OO design came from CIS*2430, my object-oriented course. How to build different classes and constructors for each object was very helpful in knowing how to refactor the existing procedural code.

Q6. What was your existing level of experience with these topics/skills before your team began working on this deliverable? (1-2 sentences):

I felt very confident in how to participate in a running sprint and be successful in achieving our goals. The only lack of confidence came from remapping to OO design, as I had never seen javascript design in OO before, but previous knowledge about OO design made it manageable.

Q7. Comment on your individual KSAs learning during this deliverable, and what additional learning may be needed to understand or be more competent with these topics / tasks in the future?

I definitely had a big learning curve for writing javascript in object-oriented programming, especially since my only experience in javascript is procedural. Working with messy code was already an obstacle in and of itself, and separating functions to have a single responsibility was time-consuming because the functions were very intertwined.

Splitting the code into class files was not very challenging, but getting the application to be functional and connecting all the working parts was challenging. We were working with a lot of moving parts at once (there were a lot of problems to debug), so overall it was a good exercise in reviewing object-oriented programming.

Throughout the life-span of the project, we will keep working with OO, so it will be a constant review and re-learning of OO principles.

Q8. What specific contributions did you make to this team deliverable? This should include technical or project management contributions.

- I lead a big effort on refactoring the current code base into object-oriented design. This involved reworking all of the existing methods and back-end initialization, which was a big effort. Creating new code to ensure that the old code would be functional in its redesigned state was also a big part in refactoring.
- Highly participated in the communication and suggestion on the redesign of the UI styling and future re-arranging of new functionalities and where we would put them. Time logging was put on ticket issue #30, fix styling issues because of my participation.
- Merged and reviewed the big refactor PR, and reviewed others pull requests to ensure none were merging unnoticed bugs.
- Debugging and resolving issues was also a very big contribution timewise. Ensuring that the final product was ready for demo and to be passed on to other teammates to add features to.

Q9. With whom did you collaborate for any of the above contributions (be specific – saying "all team members" is not sufficient. State which parts you worked on with whom)?

Ben and I highly collaborated on the refactoring of the code base. Ben and I hatched a plan on how to approach the refactoring, analyzing the initial code base and how we would be able to transition to object-oriented. Once that was determined, I took on the initial refactor, including adding all needed object variables and working constructors, as well as getting the functionality to add and edit tasks on the UI working. Once that was finished, Ben took over to complete the sorting and filtering functionality refactor, as well as fixing completion functionality per task.

Others had also collaborated on this ticket, fixing some of the many many bugs that Ben and I faced. Jen took a look at the bugged out button icons for adding/editing tasks, and Jeremy jumped in on fixing prior bugs still existing within the refactor.

Jeremy helped me debug throughout my refactor, and found some errors that I implemented while testing. I ended up jumping in to create and finish the Task class to make it more object-oriented, and Jeremy corrected some of my code.

Overall, I had a successful collaboration with the majority of classmates in Group 5.

Q10. Comment on how well you managed your time over the time period allocated in the Course timetable to this team deliverable (i.e. the time between the prior team deliverable to this team deliverable).

Considering our first time working together on sprint items, the time allocated was tight but very manageable and organized. Since many of the ticket items did rely on each other, people who were assigned tickets that were prerequisites were also assigned deadlines to complete their work by, so that it could be an uncovering block for people who had reliant tickets.

Ben and I were assigned the refactoring code, and aimed to get the PR done by Friday, which was a good deadline. The refactor was a tough ticket, and we got it done early enough (majority finished by Thursday, the 6th), to have time to fix any leftover bugs that would have been caused by moving around the functions and files.

- Everyone helped with certain parts of the refactor as well, so they started on the sprint early as well.
- Majority of functions were done by Ben and I, starting on the 3rd and finishing on Friday, the 7th. The majority of the weekend and Monday was left for completion of other tickets, giving three days for everyone else.

Overall, we finished our tasks with spare time to practice for the demo and leave room for discussion for the next sprint.