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Enterprise Web Software Development

Course: **COMP1640**

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Date of Submission: **28th April 2022**

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I. Introduction

This is my report, in this report I introduce the product and comment on the team members when working together to make the product. This report is based on my own personal view of the team's partnership and the product we create. Our team is group 7.

My team have 6 members:

- Nguyen Manh Tai
- Truong Thai Binh
- Chu Tien Dat
- Nguyen Huynh Tien Dat
- Tran Vu Linh
- Do Quan Chuan

II. Evaluation of product and process

The products that our team developed for their superiors as part of the Enterprise Web Software Development project were evaluated using the criteria of a professional internet site. Here are the criteria we use to determine what a professional website should contain.

1. Evaluation of product

1.1. Guidelines for evaluating the quality of a website

In order to evaluate a website, we must ensure that its capacity to operate is consistent, continuous, and error-free. As a consequence, if it fails, the access is denied, and the user will not be able to log in and use it, or the defective user will not be able to use it. As a result, we want to ensure that people may use it without limits and that it is safe. The way of loading the website without limiting the number of people or taking too long to access a specific page to prevent disrupting and wasting users' time is the next step. The user interface for a website should be attractive, clear, entertaining, and simple to use. If you have sympathy, your website will get seen by many people and will reach a large number of people. The layout is simple, the fonts are legible; do not skip the image and provide enough material for the page to display; do

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not include unnecessary components to prevent redundancy and redundancy; and do not include extraneous components to avoid redundancy and redundancy. The website must be clogged with information and every page that the performance has launched, so that the user may access the display that corresponds to the page's title. This is a component of the Enterprise Net Package Development services provided by our team.

1.2. Interface and function

This is the user interface for the website that our team creates, and it allows anyone to utilize and enjoy the product.

- Home page

The home page has account login includes on-page functions such as:

- Home (home page)
- Submissions (Submission page)
- Categories (Category page)
- Users (User page)
- Departments (Department page)
- Roles (Role page)
- LogOut (log out user’s account)
- Create new account (Create a new account for the user)

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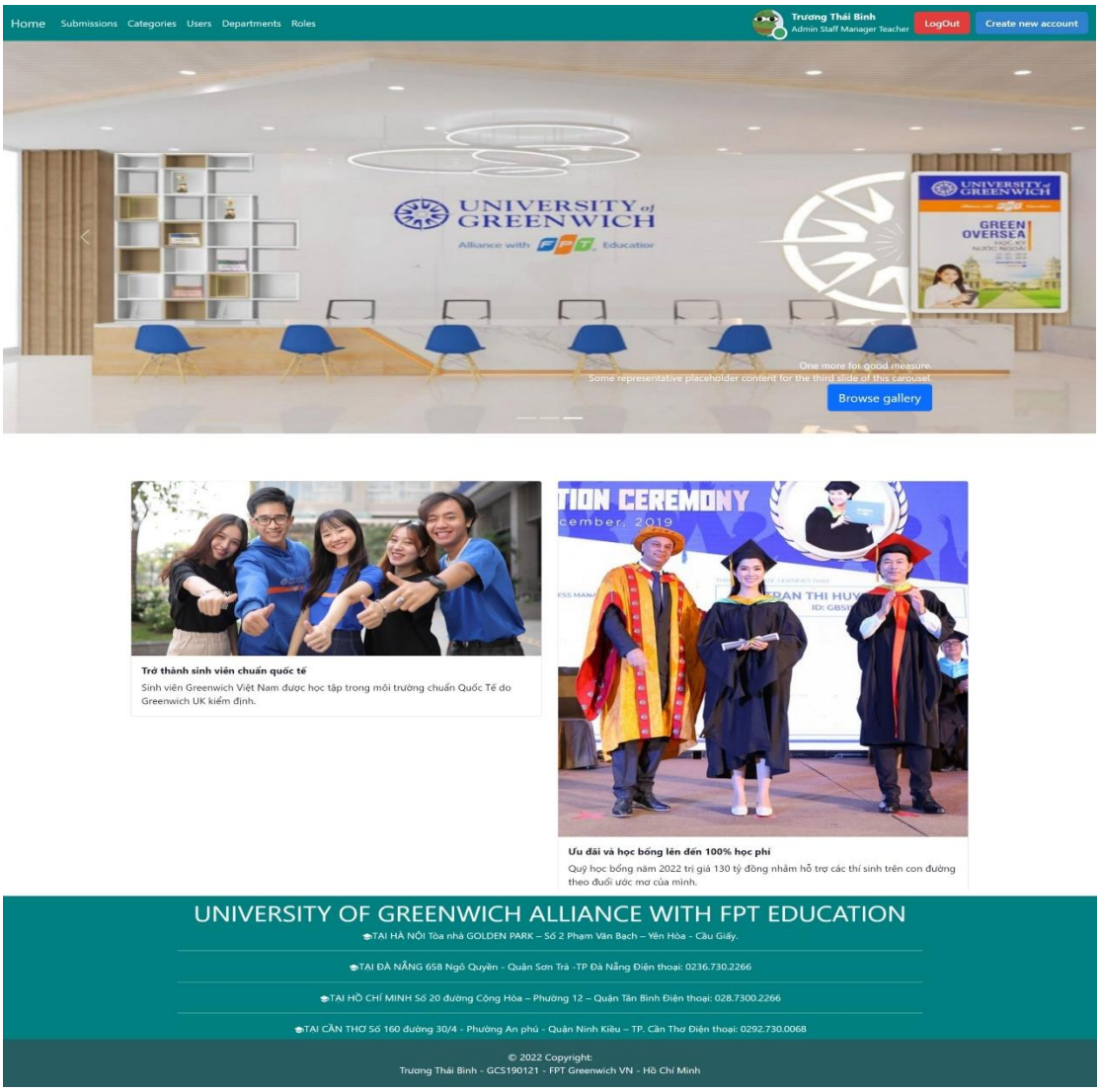

Figure 1: Home page

The home page doesn’t have account login function such as:

- Home (home page)
- SignIn (login account user)

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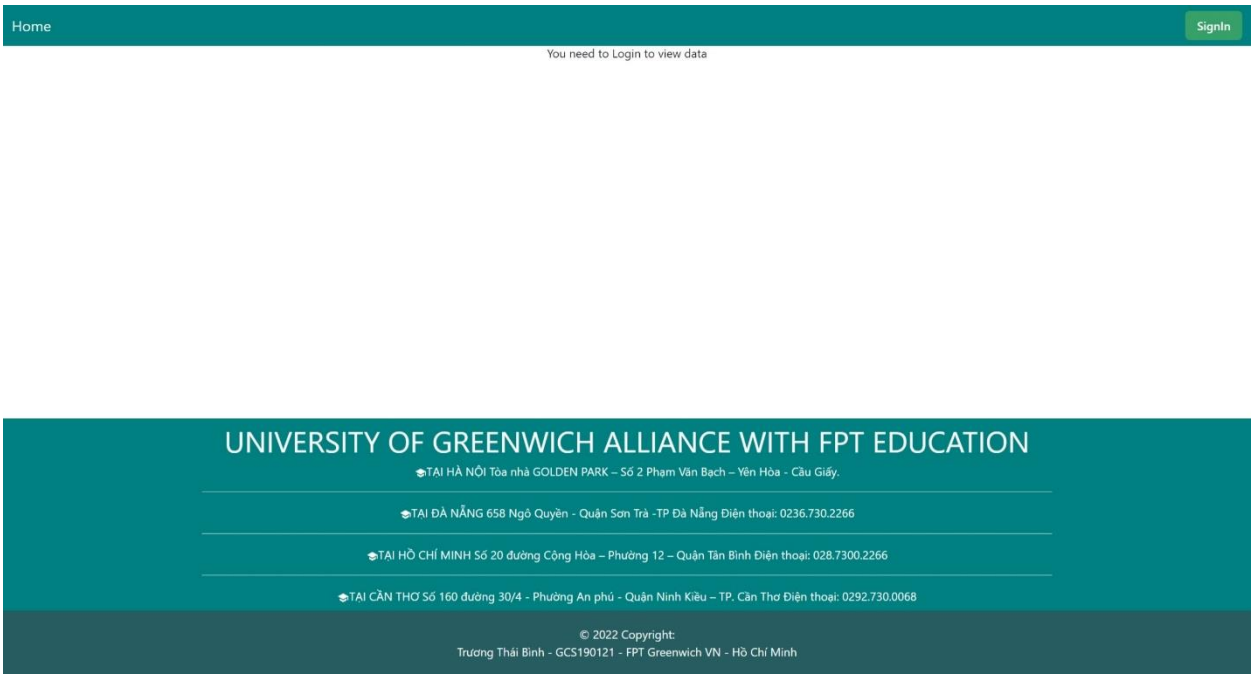

Figure 2 : Home page doesn't have account login

- Sign In page

This page allows users who have an account to log in to the site.

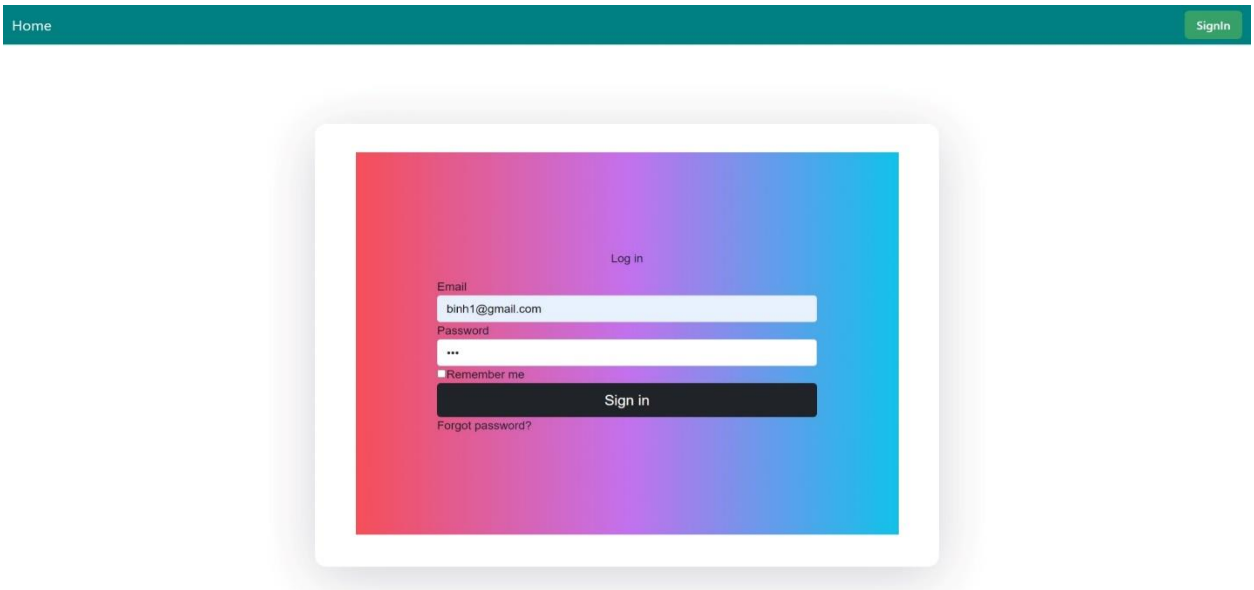

Figure 3 : Sign In page

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- Registration page

This page admin to create a new account for user, just fill in the following information:

- Email address
- Password
- Full Name
- Staff ID
- Department
- Avatar

When finished filling in user information, admin just click "Submit" so that the system backs up the information on the database and activates the account for the user to log in.

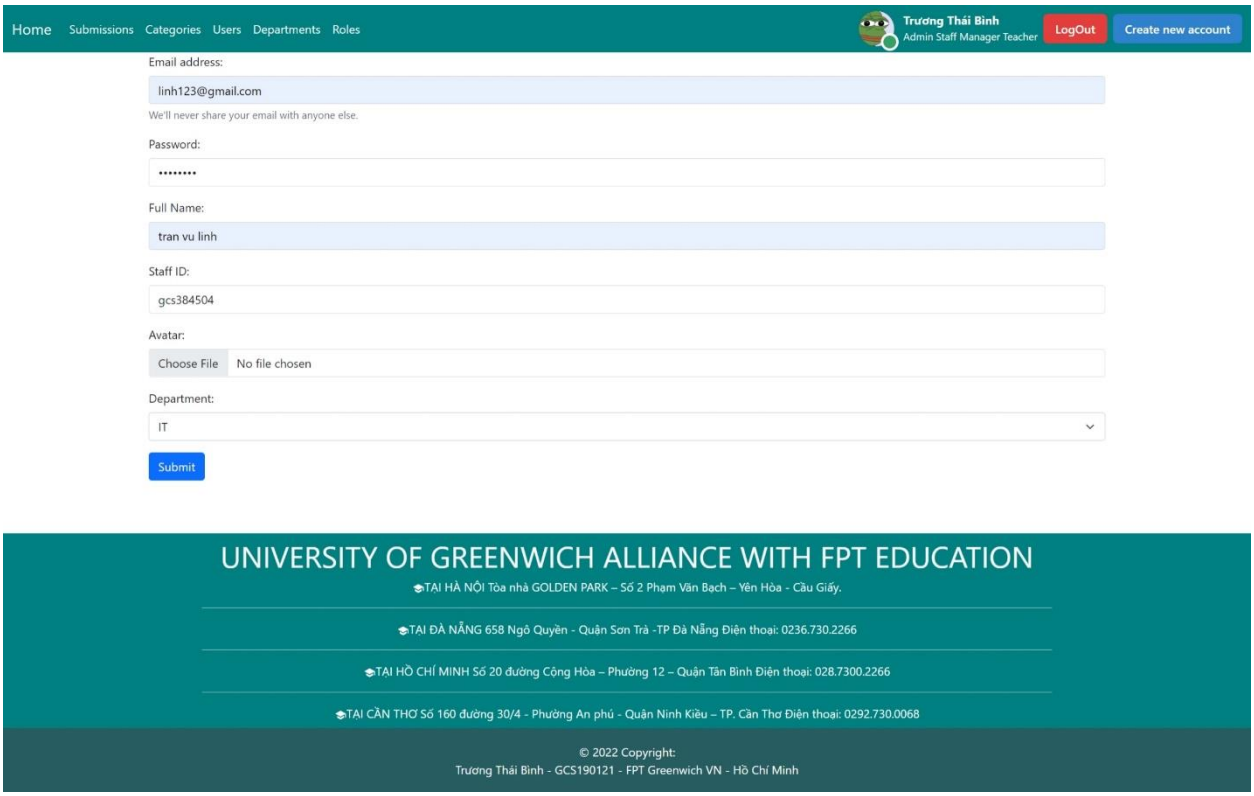

Figure 4 : Registration page

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- Submission page

This page is a collection of Ideas created by users and has the following functions

- “Add”, this function can be used by any user
- “Details”, this function can be used by any user
- “Edit”, this function can be used by creator, manage, admin
- “Delete”, this function can be used by manage, admin

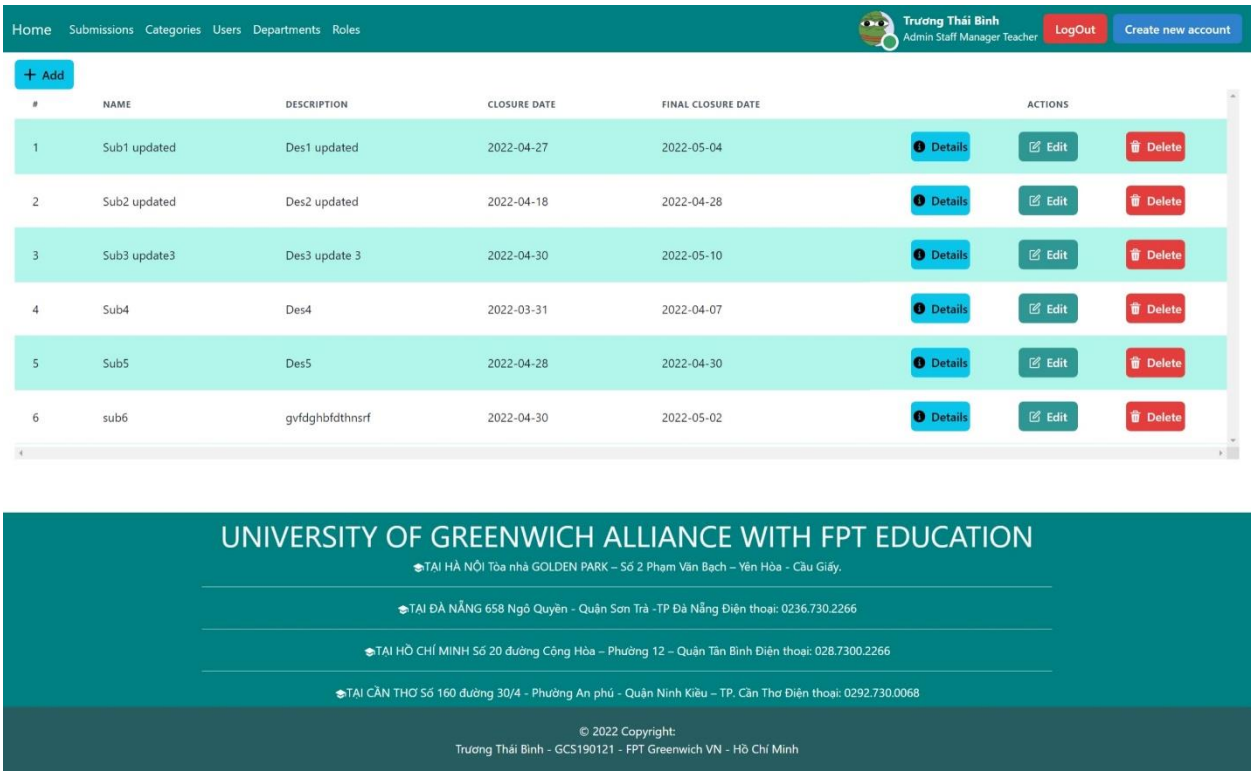

Figure 5 : Submission page

- Add Submission function

This page allows users to create their own Ideas on the submission page, just fill: (“Name”, “Description”, “Closure Date”, “Final Closure Date”) and click “Submit” to save all information in database and click “Close” to out “Add Submission”.

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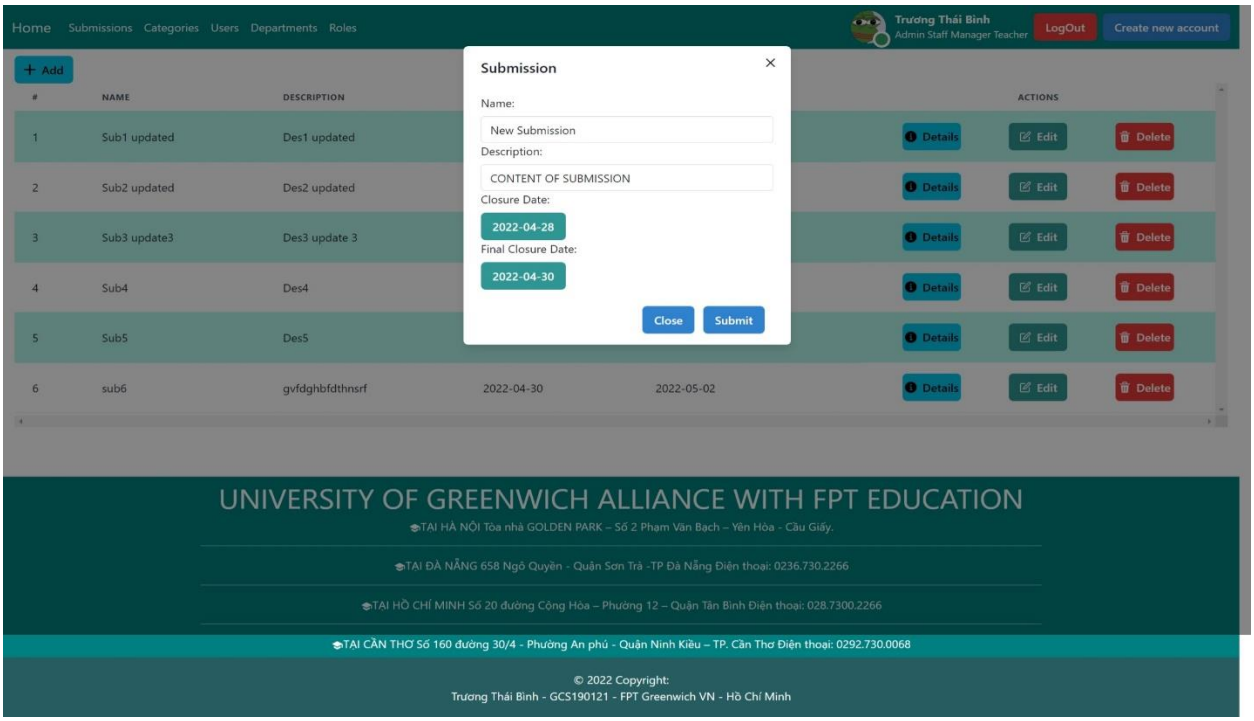

Figure 6 : Add Submission function

- Edit Submission function

If the user wants to change the information, then select "Edit" to change the information.

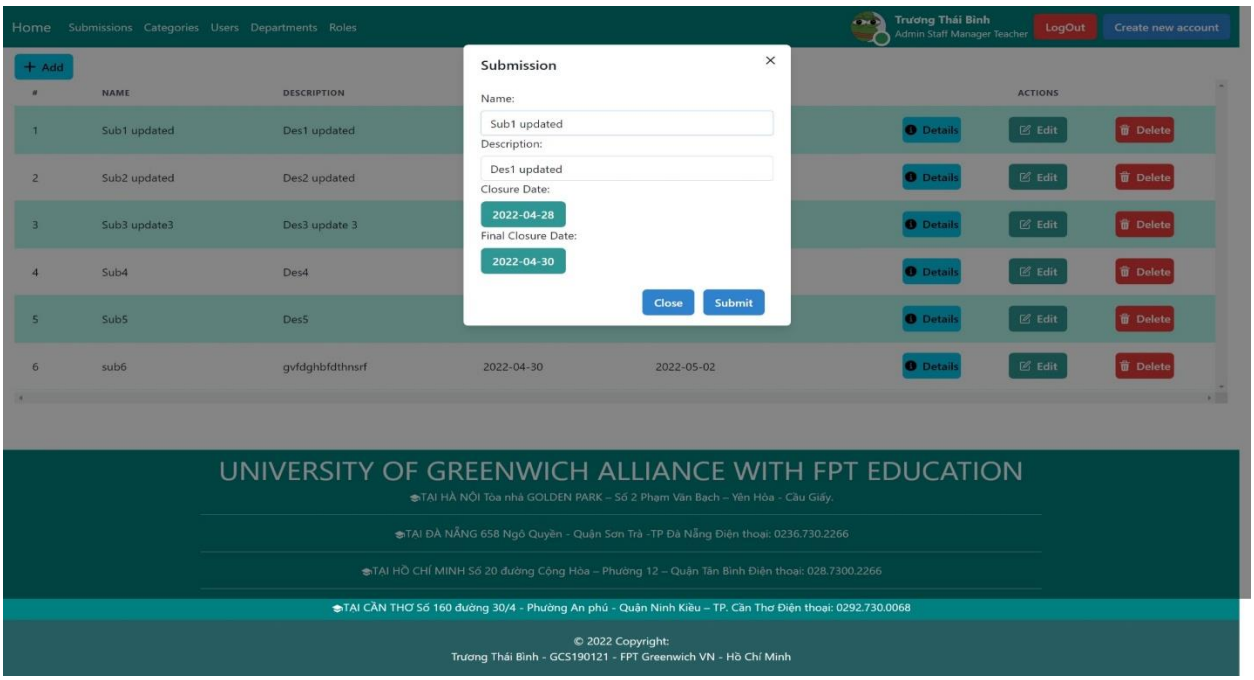

Figure 7 : Edit Submission function

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- Idea Page

This page appears when the user clicks "Details" on the "Submission page". And this page have function such as:

- “Add”, open function Add Idea, all users can use
- “Details”, open Idea Details Page, all users can use
- “Edits”, open function Edit Idea and can only creator, manage and admin use this function
- “Deletes”, delete Idea and can only manage and admin use this function

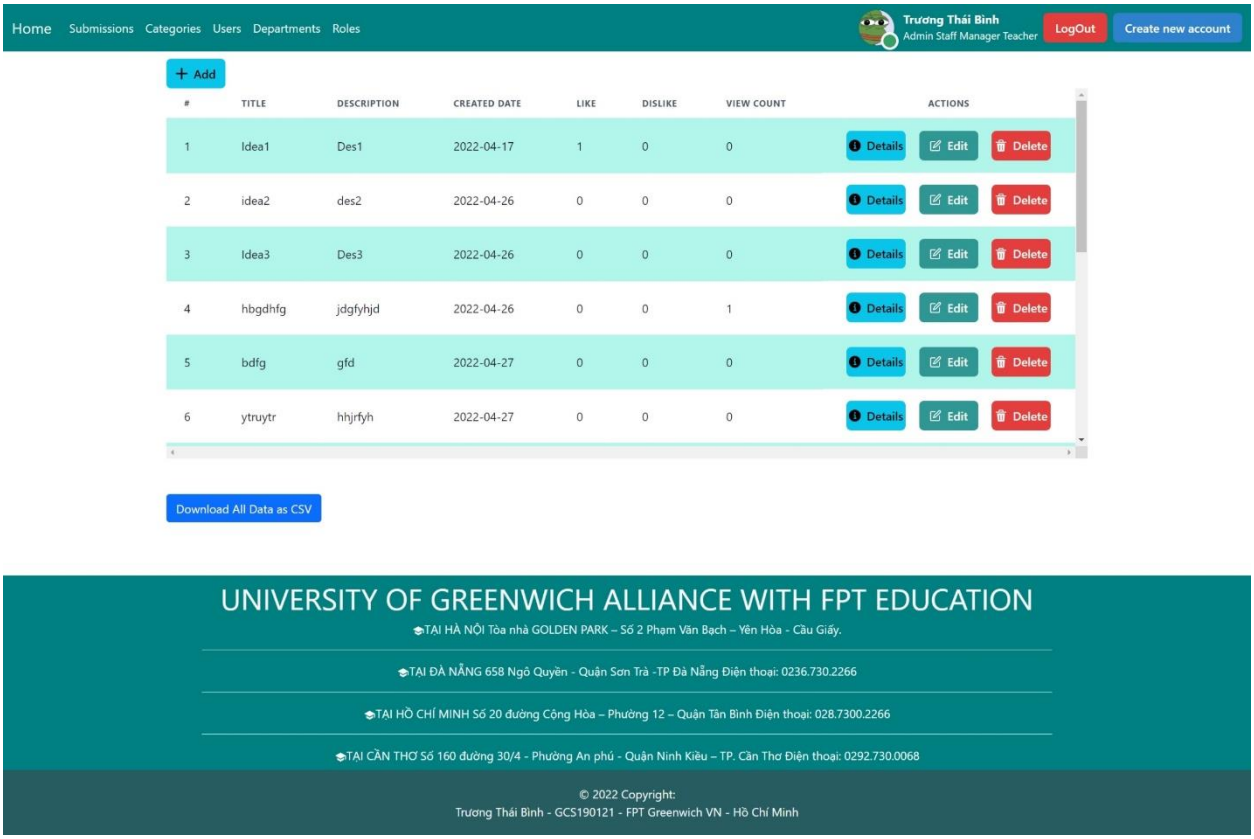

Figure 8 : Idea Page

- Idea Details Page

This page appears when the user clicks "Details" on the "Idea page”. On this page users can read the information of the poster; users can rate the Idea through "Like" or "Dislike" and users can comment more.

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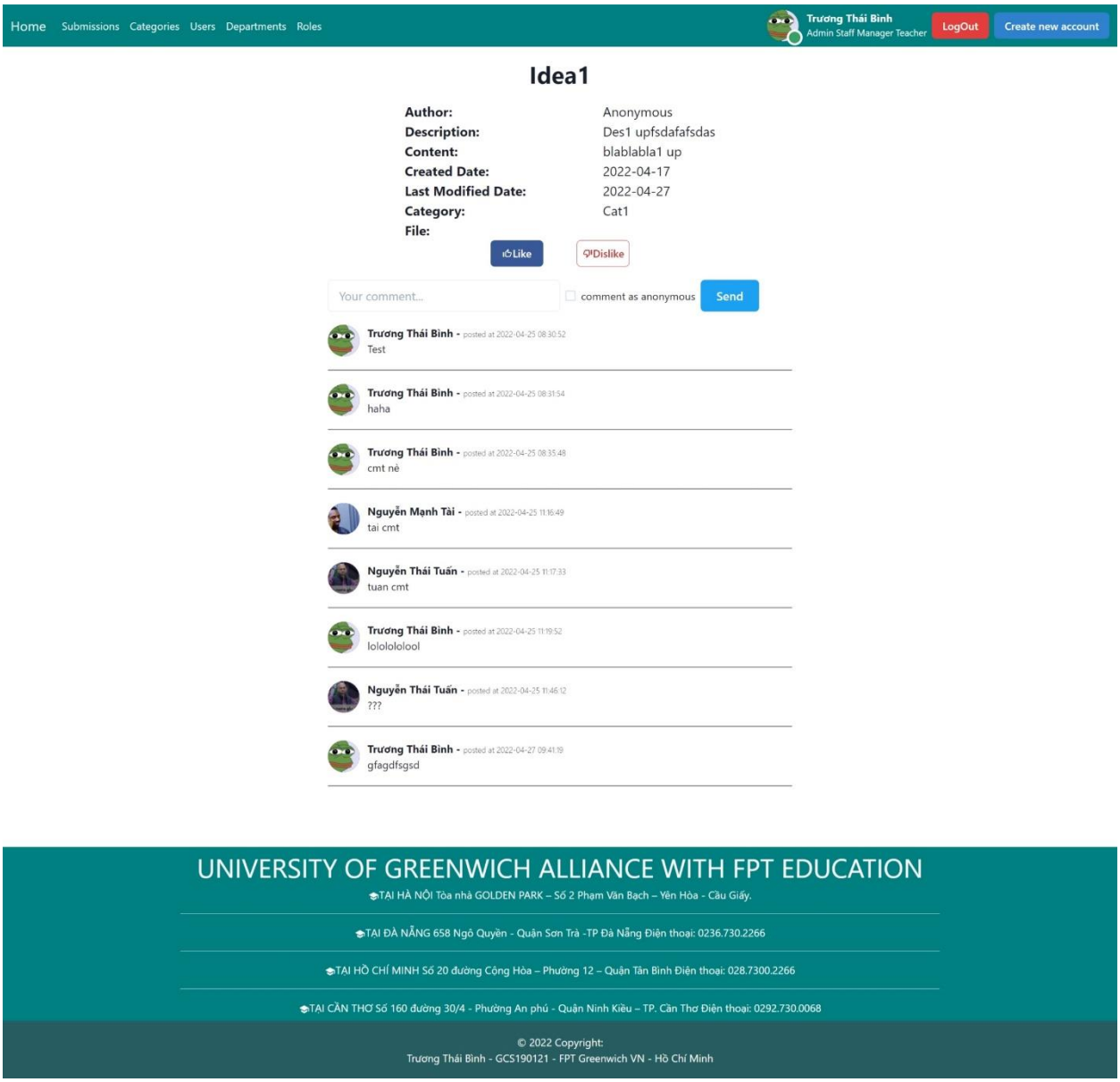

Figure 9 : Idea Details Page

- Add Idea function:

Users can post their own Idea; all information is stored in the database. Users can anonymously post information about themselves, and users must agree to the terms of posting. When successfully adding Idea, there will be an Email notification about it.

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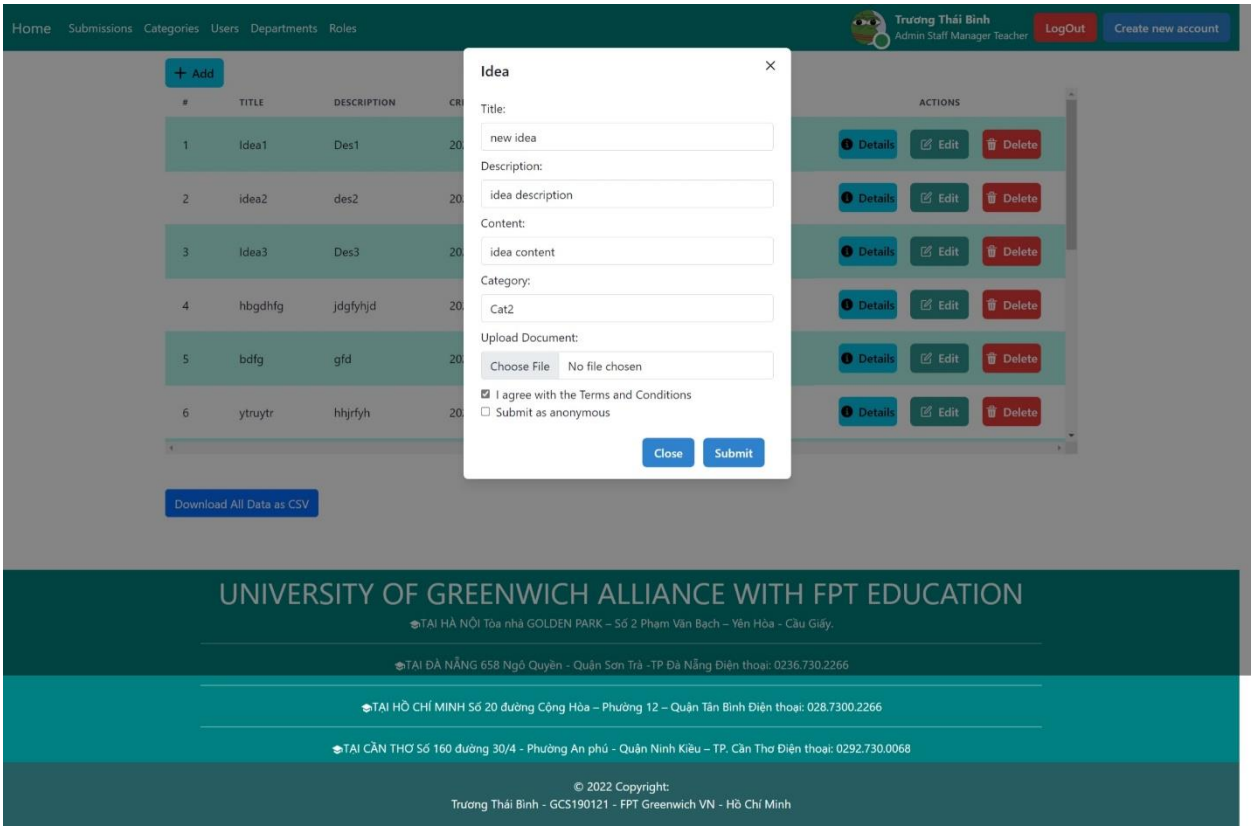

Figure 10 : Add Idea function

- Idea Submit Denied function

When users do not agree to the terms, they will be refused to post the Idea and will display the message "You must agree to the Terms and Conditions to submit”.

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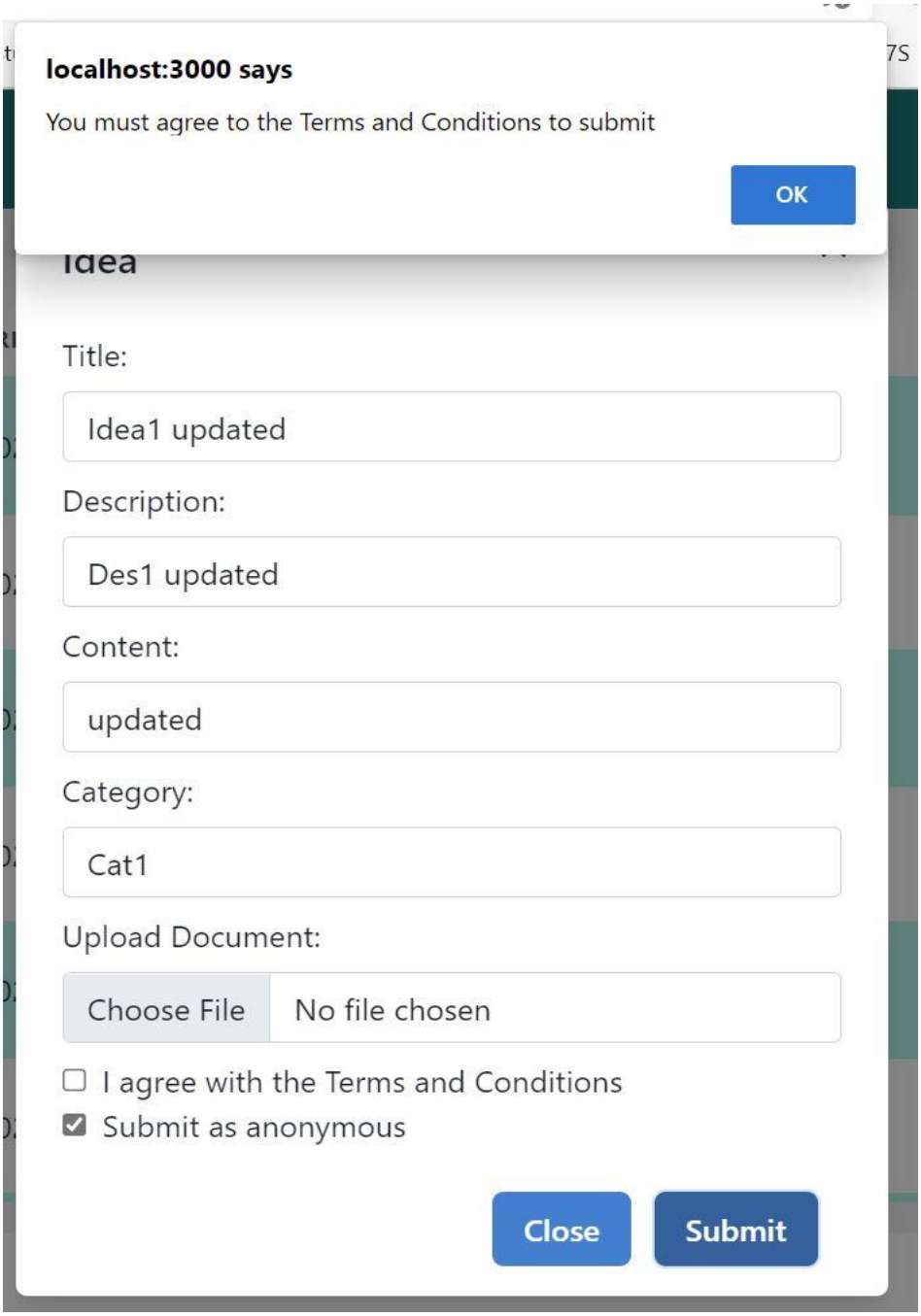

Figure 11 : Idea Submit Denied function

- Email After Submit New Idea

User has Email sent back when posting successful information.

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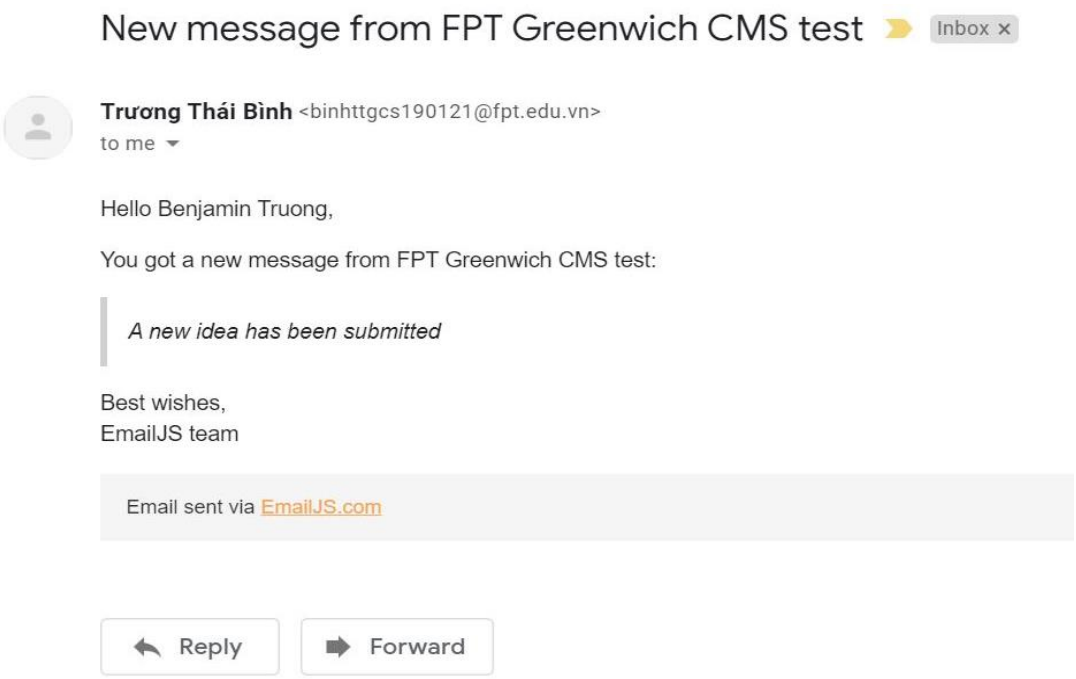

Figure 12 : Email

- Update Idea function

User change information on Idea.

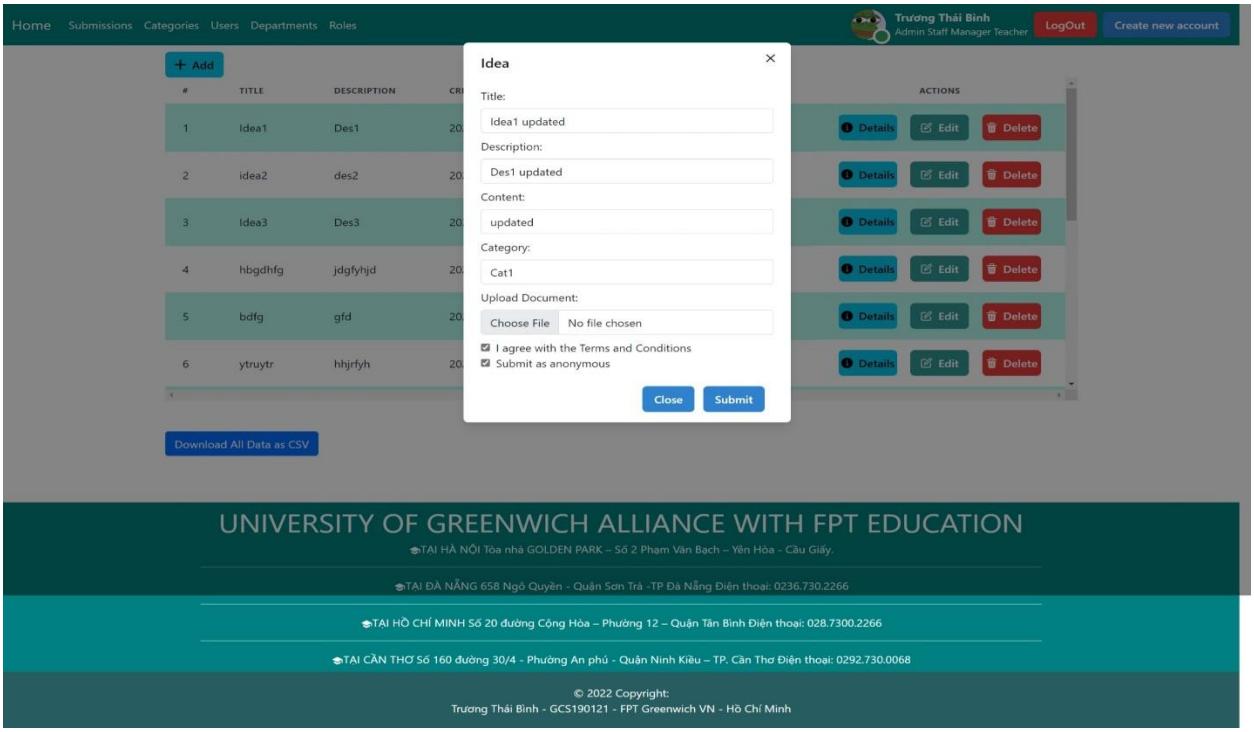

Figure 13 : Update Idea function

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- Idea Closure Date function

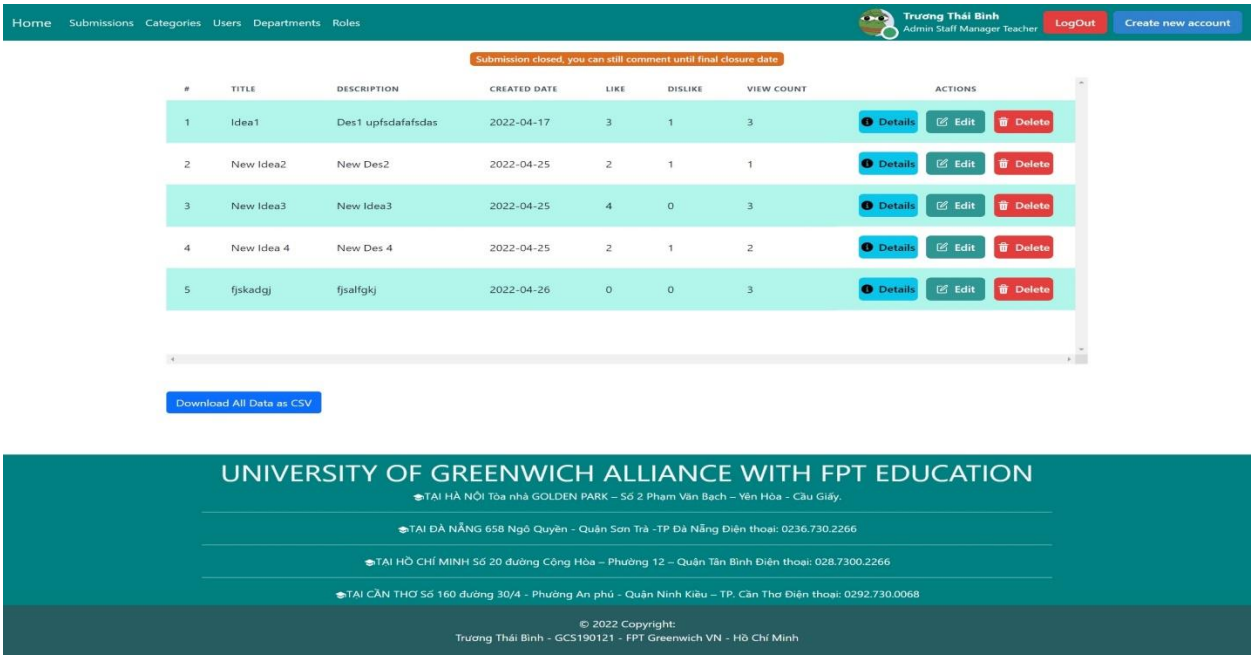

Figure 14 : Idea Closure Date function

- Idea Final Closure Date function

By the end date set by the user, other users can no longer comment on this Idea.

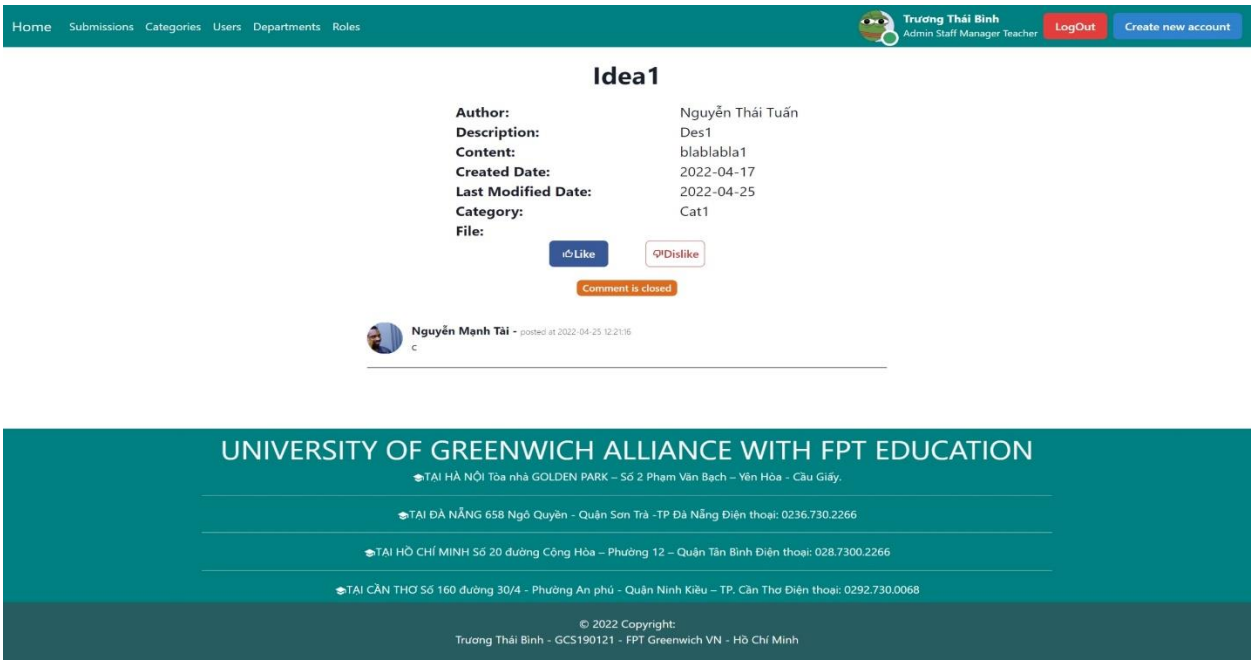

Figure 15 : Idea Final Closure Date function

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- Idea Comment as Anonymous function

Users can use the function to hide personal information when posting comments.

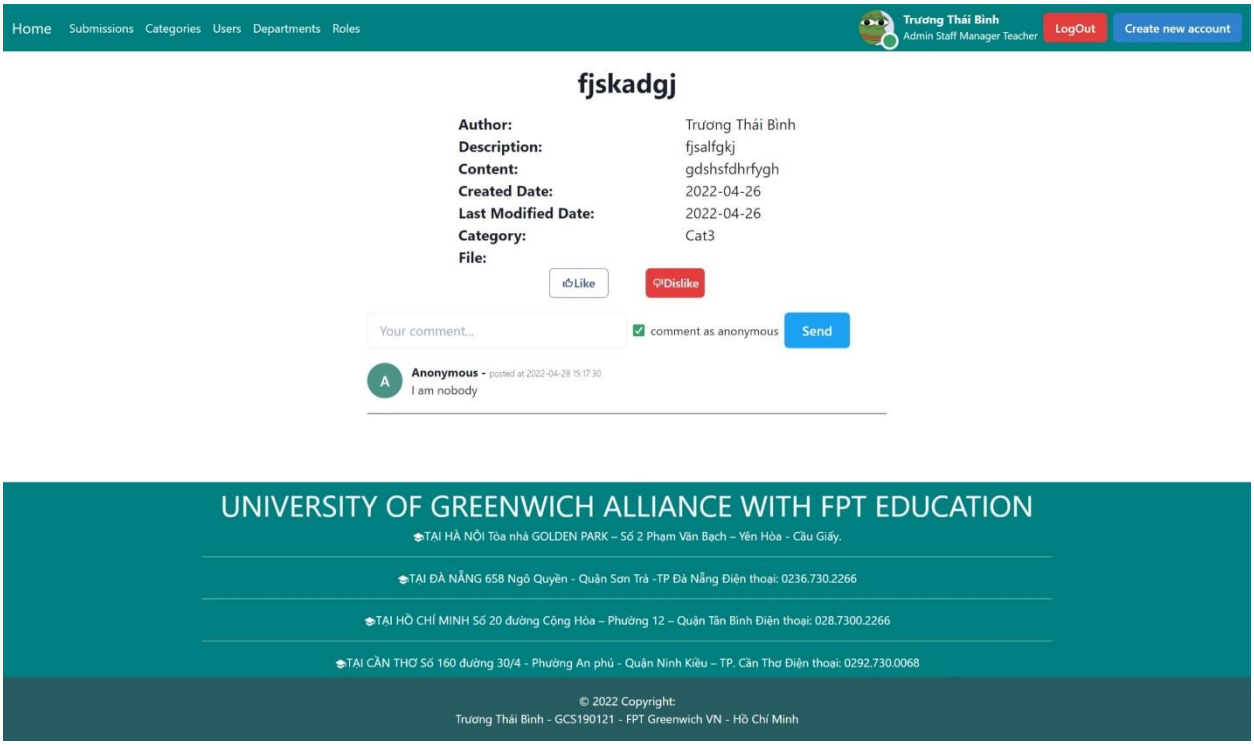

Figure 16 : Idea Comment as Anonymous function

- Category Page

This is the page to view Idea's catalog types and following are the functions included in this page.

- “Add”, all users can use this function
- “Edit”, only creator, manage and admin can use this function
- “Delete”, only manage and admin can use this function

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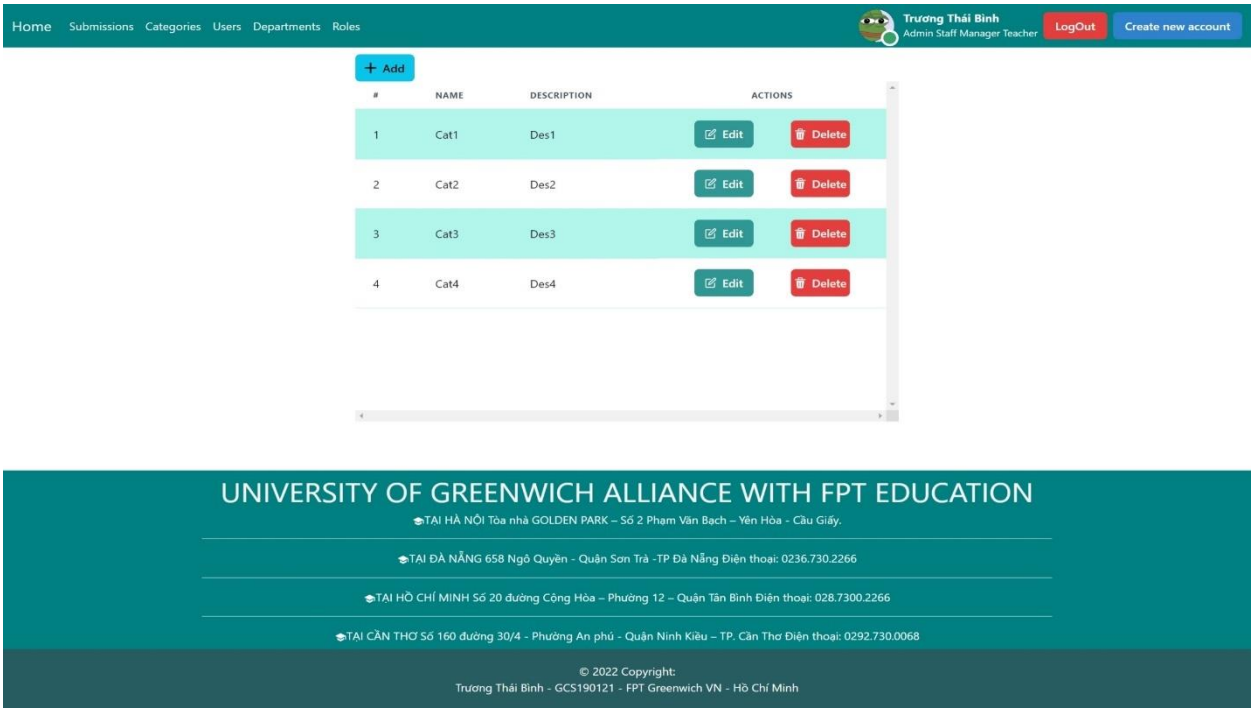

Figure 17 : Category Page

- Add Category function

Fill “Name”, “Description” and click submit to save in database.

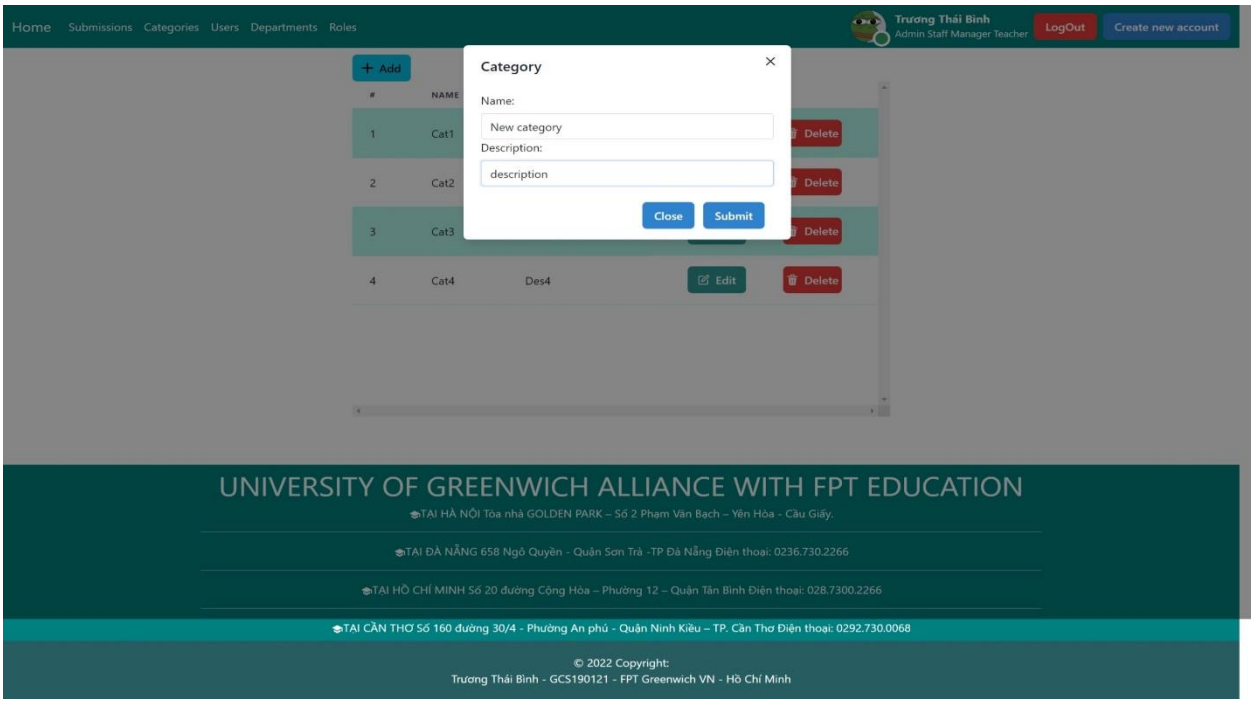

Figure 18 : Add Category function

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- Edit Category function

Change information category.

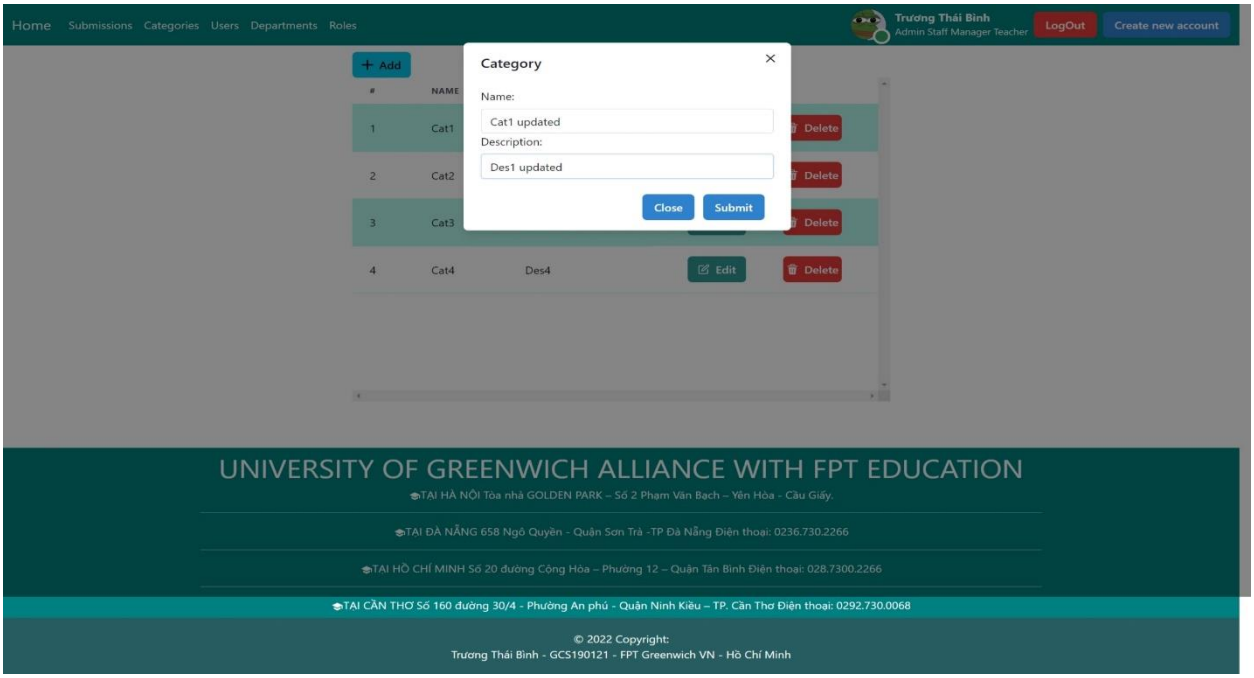

Figure 19 : Edit Category function

- User Page

This is the profile page of all user accounts and is managed by management and admin. Other users can only view but cannot use the functions in this page.

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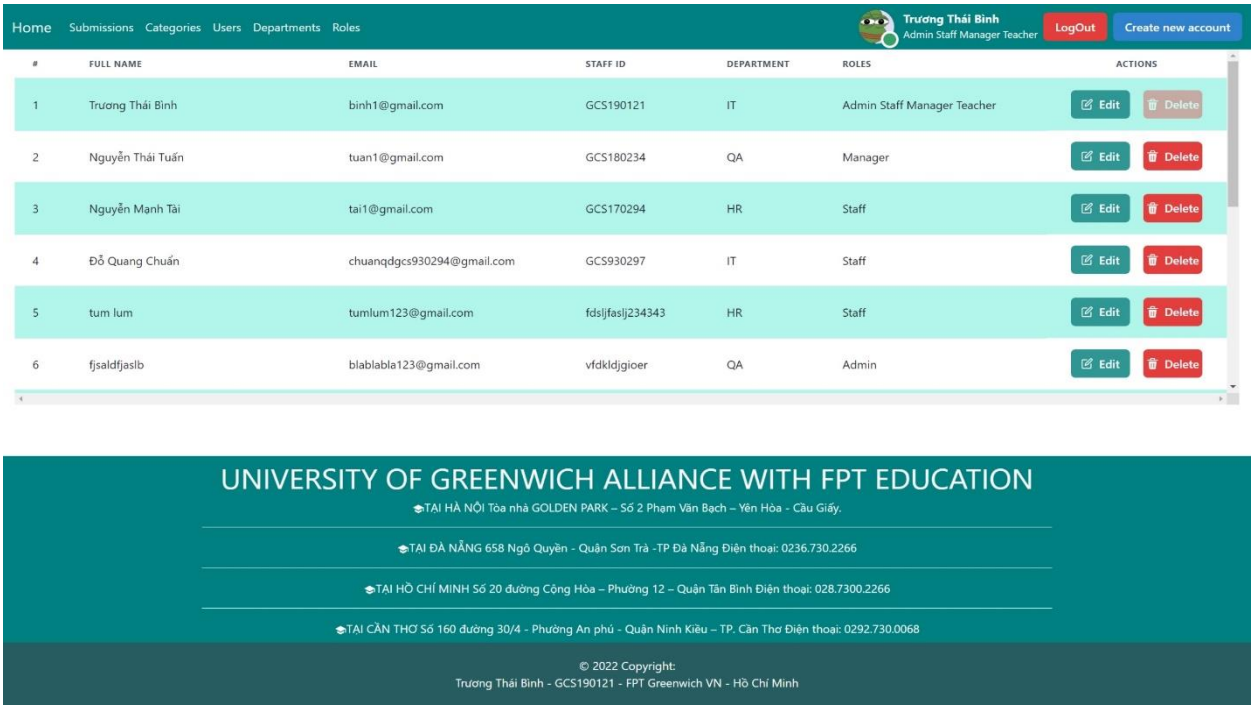

Figure 20 : User page

- Edit User function

Change information and role for account.

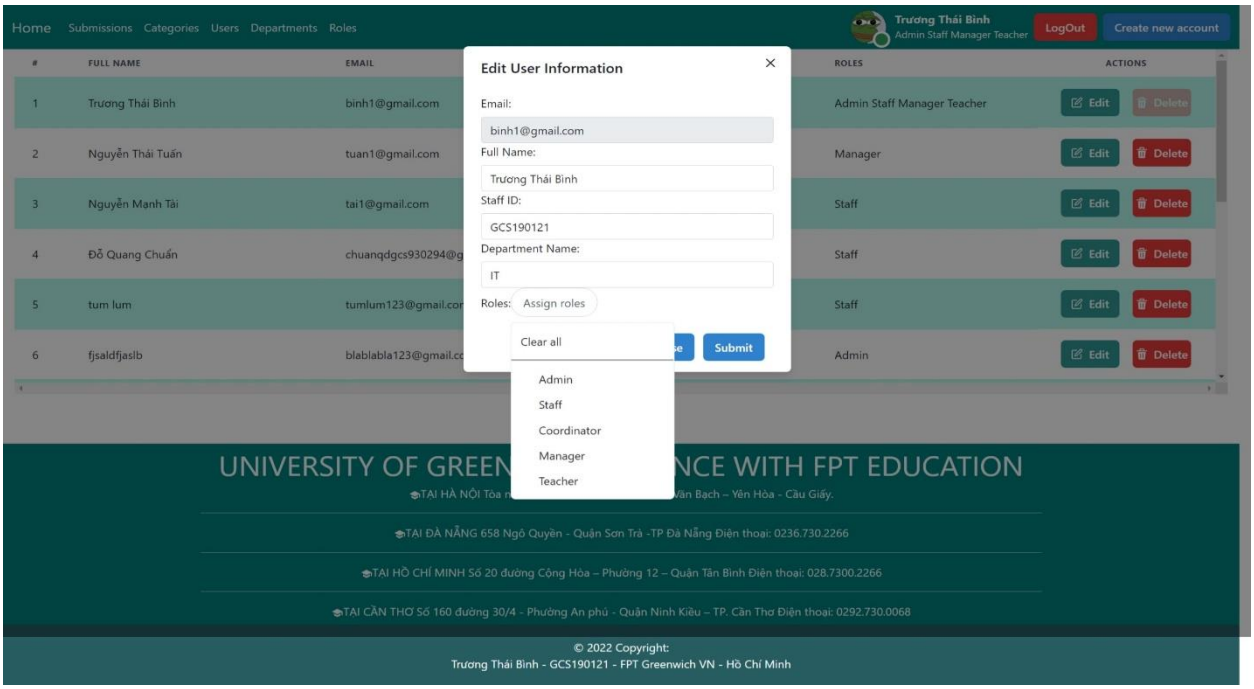

Figure 21 : Edit User function

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- Department Page

This is a department information page, only managers and admins can use and change Department information. Other users can only view

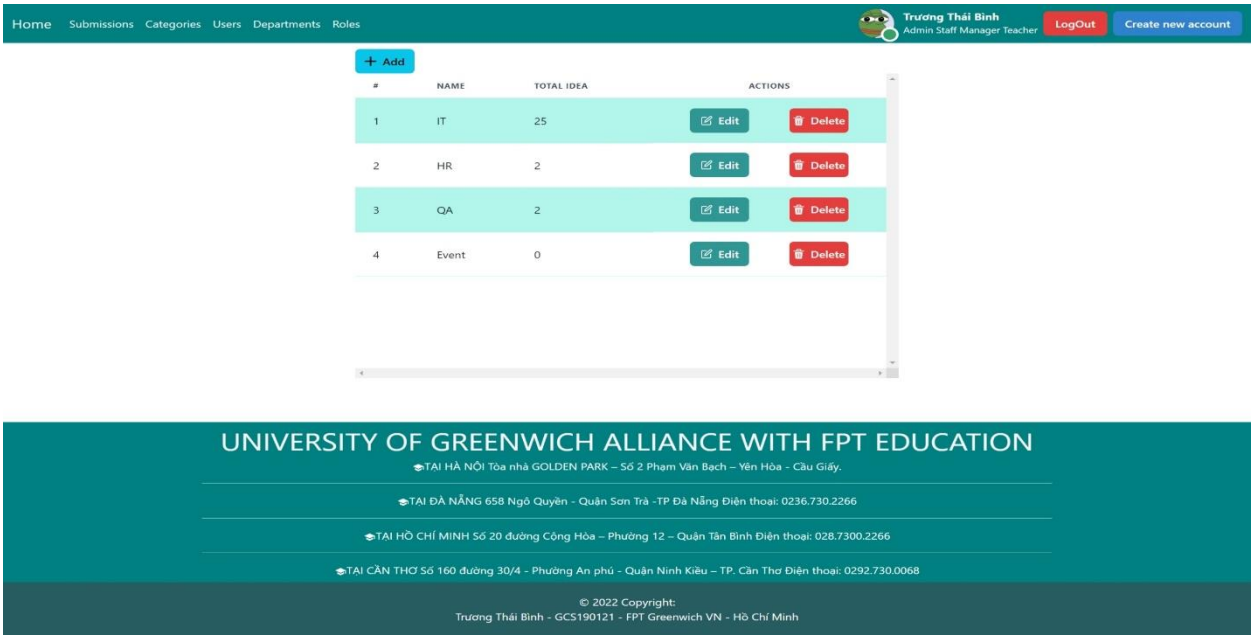

Figure 22 : Department Page

- Add Department function

Manage and admin create a new department.

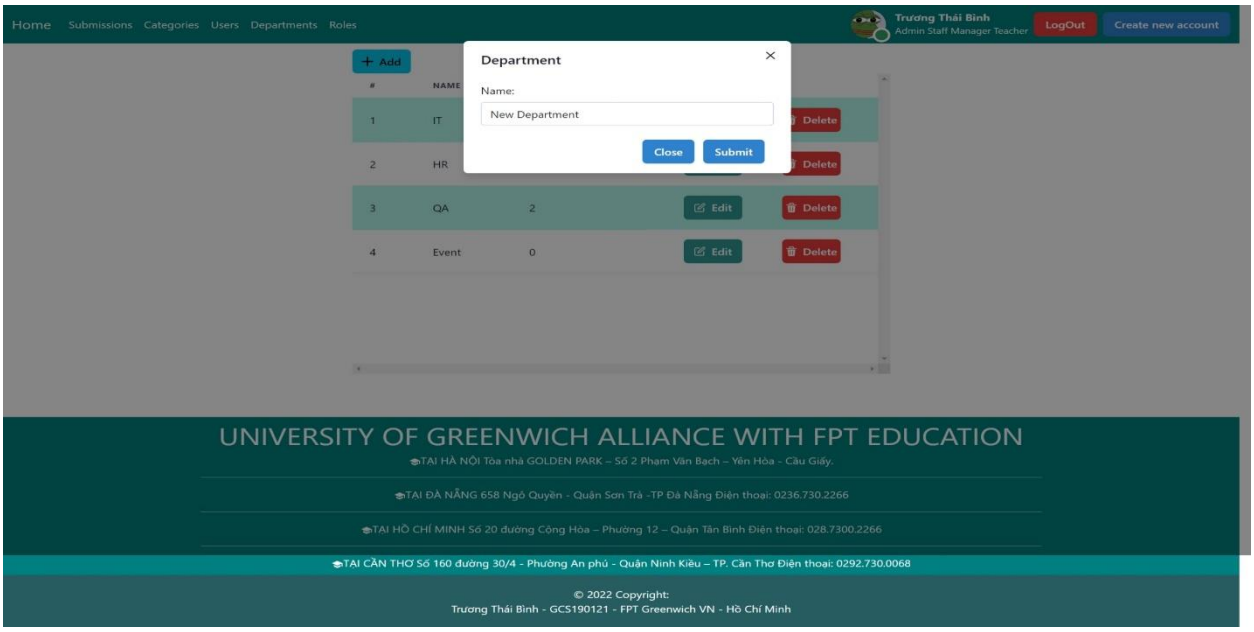

Figure 23 : Add Department function

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- Edit Department function

Change information for Department.

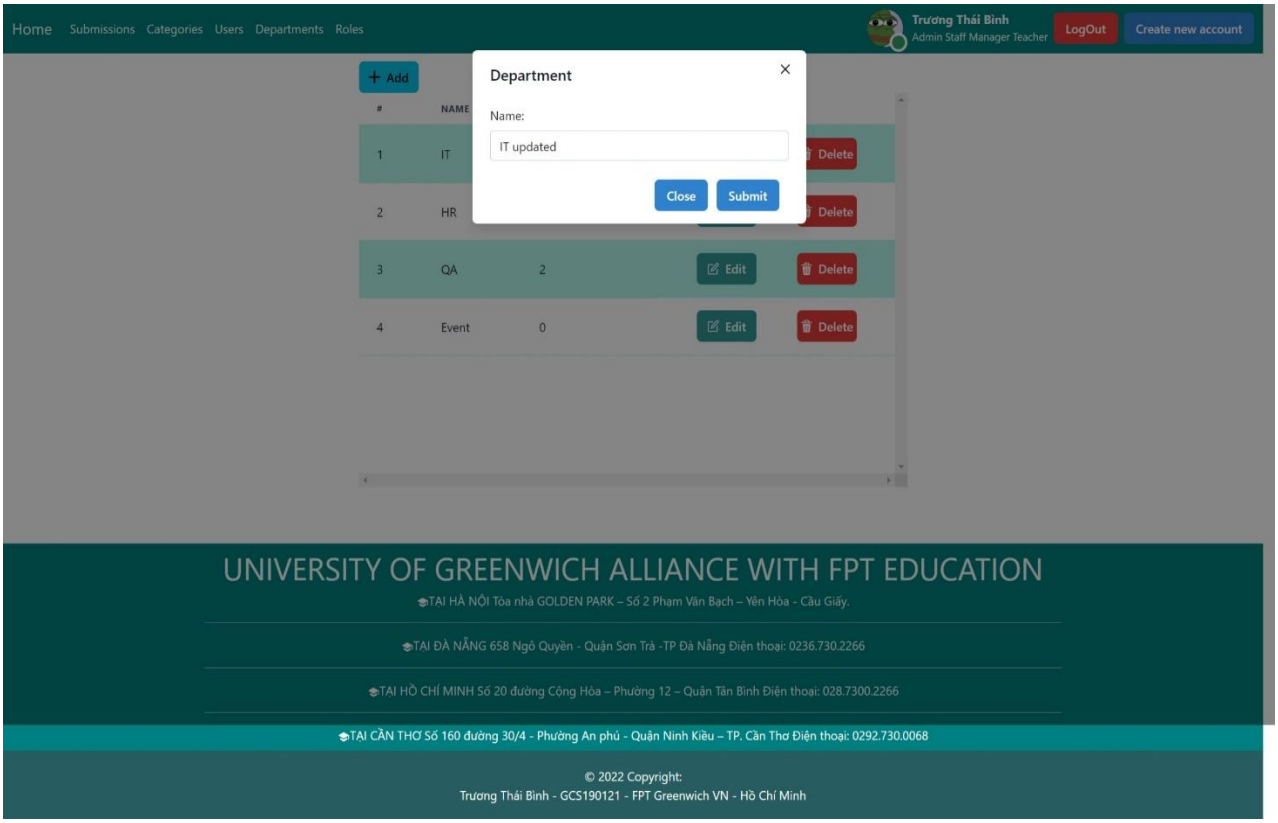

Figure 24 : Edit Department function

- Department announcement function

Notice to know that this department already exists

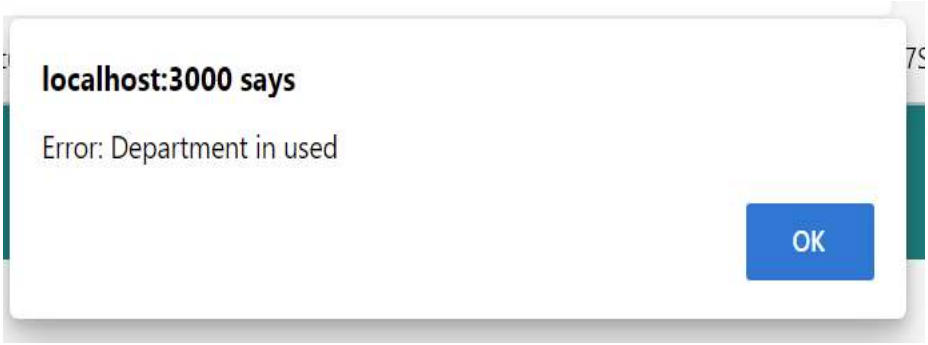

Figure 25 : Department announcement function

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- Role Page

This is the permission page for all user accounts and only the Admin account can adjust the permissions.

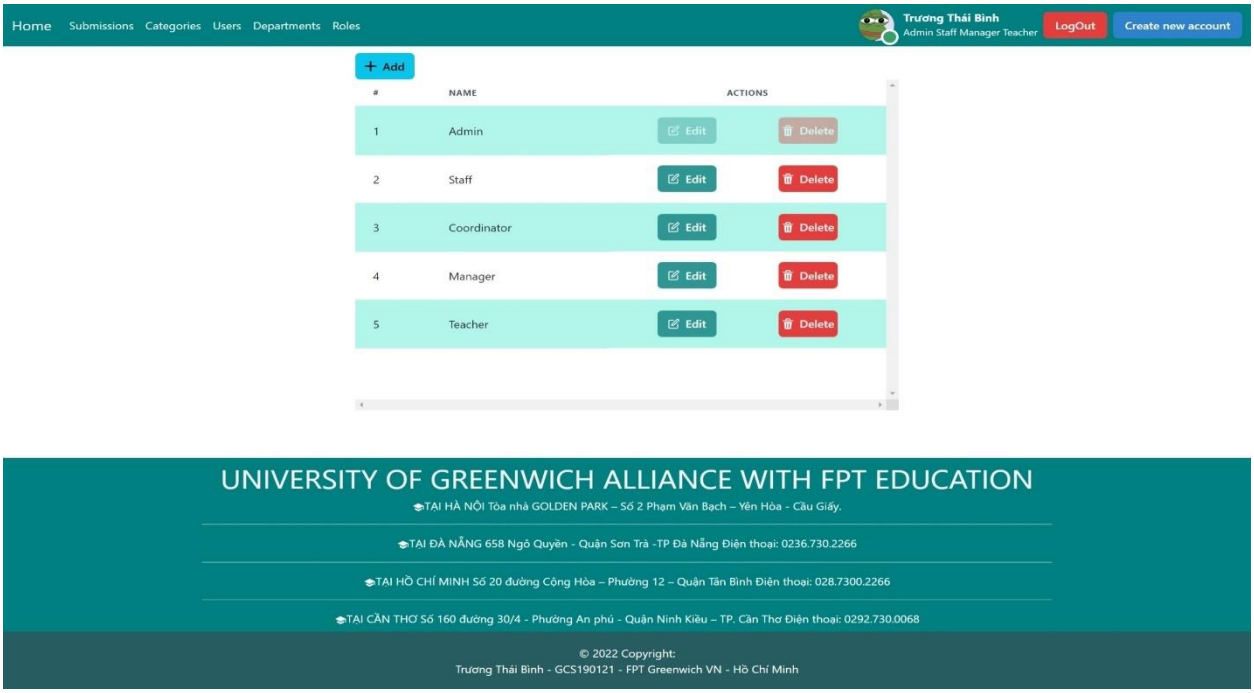

Figure 26 : Role page

- Add Role function

Admin create a new role.

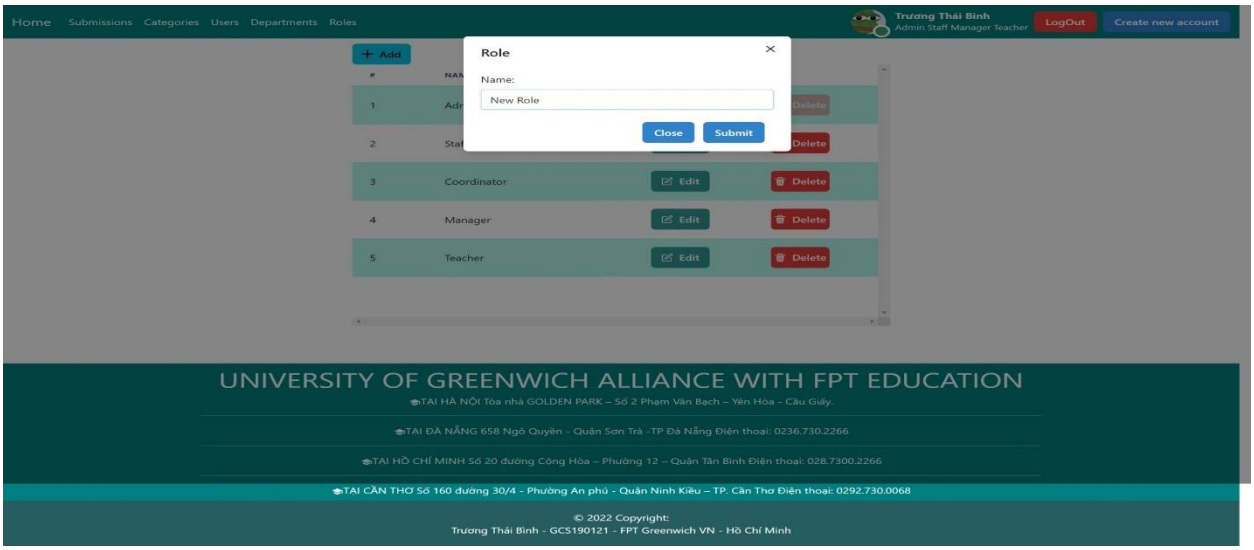

Figure 27 : Add Role function

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- Edit Role function

Admin change name role.

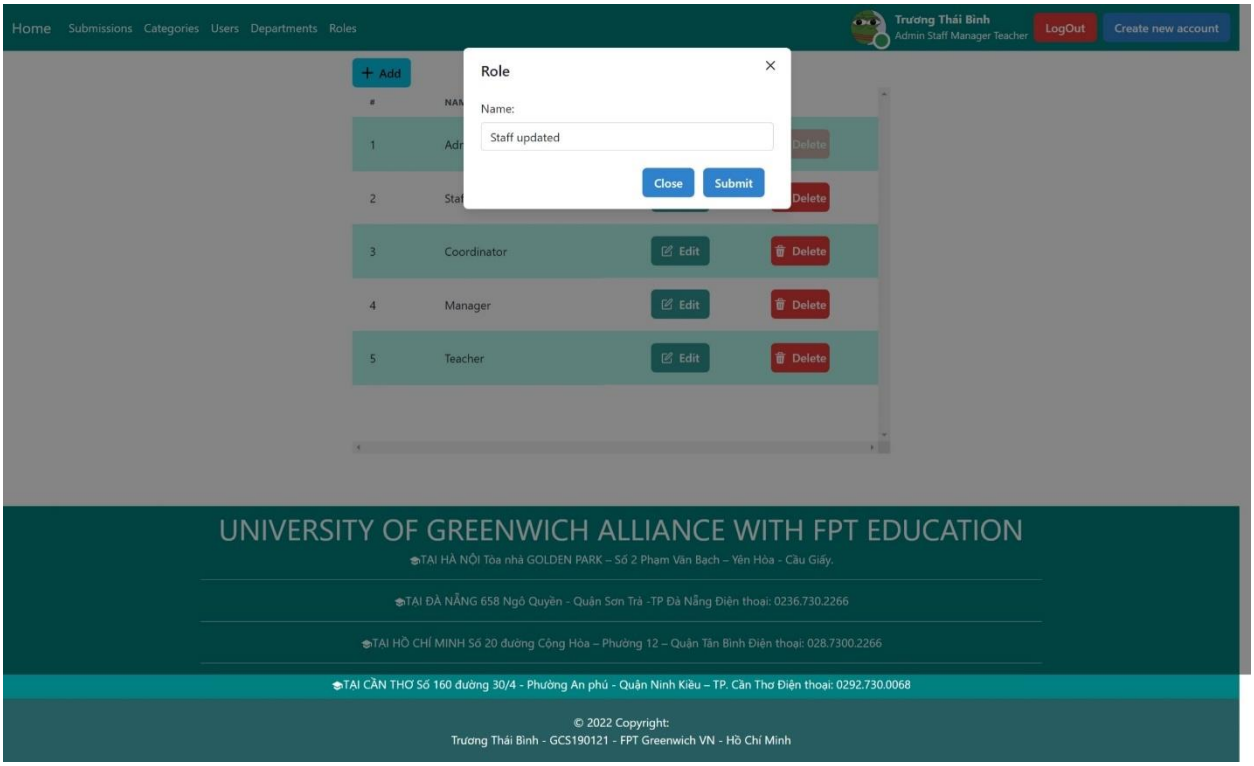

Figure 28 : Edit Role function

1.3. Platform

This website can work on Windows, macOS, iOS and Android platforms, as they are the most popular platforms for loading web pages in the browser. Websites can zoom in and out depending on the size of the structure, such as a phone, computer, or iPad. By using those on the website, the web page can be automatically modified depending on the user viewing.

1.4. Database

Regarding the database, we have the simplest data access, the first is about the browser capable of 1500 people who can use the website at any time and send and download files one by one. fast and unrestricted way. Our team has made it possible for communication lines to

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avoid becoming overloaded with specific activities. On the data side, we have saved that data in the admin account so that the admin can manage and export it without filling it up and also where everyone's data is kept and thus safe for the whole system. webpage.

1.5. Security

We use simple security strategies, easy to store data, and effective in detecting security incidents. Our team tries to update the website regularly to improve security. Admin will scan each document of each account to avoid hackers. These are the safeguards we have put in place during the project to protect our users from data mining and theft, and to protect schools, websites, and users.

1.6. Testing

Since everything was a bit urgent, there wasn't much to experiment with. Anything that is defective or not a bug will be fixed and improved immediately. Although we have not focused on product testing, we will receive errors from users and try to fix them quickly.

2. Evaluation of process

2.1. Evaluating Scrum in team

Within the first and second sprints, we did not have the same voices or aspirations. As a result, we woke up with a zero on our hands. We held a few meetings to discuss the problem and how to solve it. It became utilized to share secret information about Scrum/ Agile ideas as well as private thoughts on our project. Our problems were finally fixed after that. We attempted to complete the challenge along the approach and supported others in addressing problems or errors. In terms of being friendly, helpful, and still willing to help others, our network contributors are consistently the same.

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To complete this project, our team relied only on Scrum. Scrum enables my team to complete all tasks quickly and efficiently. It's appropriate for task time, allocating time for each Sprint to help my staff keep track of everyone's assignments and tasks. Scrum allows large jobs to be broken down into doable, testable, and monitorable components. Scrum is agile, and comments from clients and stakeholders can be linked together in a similar way to Trello. It became employed for the dash and adjusted in response to feedback, with the individual's contributions obvious inside the outcomes that the percentage had been shared across individuals. Scrum also has risks associated with this dash work, as it frequently results in a selection modification, and the date's outcomes must be precise. If workers do not work together as a team, there is a high risk of task failure. For a few contributors, team conferences are frequently missing and absent, and evaluating is difficult if a person leaves the center and does not complete a work component. Quality is unlikely to work unless the team goes through a thorough testing procedure.

III. Evaluating Team Members

1. What are three ways you did well in functioning as a team?

To showcase ideas, contributions, or missing pieces from articles and projects, I try to push people to help each other. There is arrogance of many members in doing the project. As a result, difficult challenges often arise when working as a team, or disrespecting each other's views and not focusing on modifying the project to a streamlined product. Unfair division of work makes the key points of project development unfinished. Poor team leadership also leads to bad assignment of people, interrupted development management and no longer good re-testing of items, resulting in everyone getting the error in the process. project and time consuming. Contributing to each other to build ideas is very important to support work and teamwork faster and more effectively. If the members do not support each other, many problems can arise, such as loss of document content inside the article, loss of small information affecting the test process.

My organization has used three - approaches to painting properly, including:

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Please respect each other's opinions, pay attention to the group leader's allocation of work to each appropriate person to do that job. To get the desired results and complete the project faster, the work must be consistently focused and completed on time so that the members try to interact with each other and develop the missing ideas in the project.

Next, the members must assume responsibility for the development of the project. If there are any errors, ask team members to provide a goal for everyone to comment on and correct, the creator of the content document will need to share the same opinion to correct according to the comments. of the team leader and everyone else. When you make a mistake, don't rely on someone else to fix it for you, instead ask someone else to show you how to fix it so you can fix it yourself, and always stick to your assigned duties.

The ultimate achievement of the organization is paying attention to people's comments, assisting people in developing software programs, and completing the assignment process. We always encourage everyone to contribute good ideas to the project to accelerate the final progress and achieve the best possible results. People also support and provide ideas for me to fix and fix to suit the needs that complex projects bring to us. I constantly support each other in our development steps. Always support each other when painting to avoid risks, omissions and mistakes

2. **What problems have you had interacting as a team?**

The risk my team ran into was a disagreement over the design language code for the project, so the team was very late for that. Not to mention the ability to cooperate between team members is very different and many members hold many different jobs, so group meetings are rarely held. While reviewing the project, we encountered problems such as wrong requirements, lack of meaning. Apart from the lack of ideas at the beginning of the project, the next difficulty we encountered was designing the website and the diagram. With the above disadvantage, my group had to build the project very late, forcing us to ask for time to send the teacher's work.

3. **What is a specific action that would help the team function and interact?**

It's also difficult to get enough people to please and stop painting after each elegance session while undertaking organization paintings. As a result, we will be able to rectify this in the future. Because everyone is in one location, the process of transforming into nearly individual is also difficult and knowing how to use the methods is also difficult. Basically, when you work in a company, everyone has an idea that it is unavoidable, and the less you encounter one other, the less you recognize and the harder you work. This strategy must be mastered in order for the

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group to avoid dangers, make schoolwork easier to do, and generate inspiring ideas to support one other in improving the assignment and achieving a faster result.

IV. Evaluate everyone in the team

1. Evaluate how the group works

Throughout the project, the entire team was ineffectively working together, and everyone rarely supported each other at any given time. We ran into problems during the project, such as rarely having team meetings, all members were busy with other work and members were a bit lazy in project development, but everyone became active. Be your own person and work together on project deadlines. In general, all members of our group are friendly but quiet and most of my team members are introverts. But at the last moment we tried together and helped each other.

2. The score table evaluates the team members

Skill / Name	Discuss	Co-operate	Join in post	Listen to opinions	Share ideas	Work attitude	Concentrate	Total
Truong Thai Binh	Good	Excellent	Excellent	Excellent	Excellent	Normal	Normal	80/100
Nguyen Manh Tai	Good	Good	Good	Good	Good	Normal	Normal	70/100
Chu Tien Dat	Normal	Good	Normal	Good	Excellent	Normal	Normal	70/100
Do Quan Chuan	Normal	Good	Good	Normal	Normal	Normal	Normal	60/100
Nguyen Huynh Tien Dat	Normal	Good	Normal	Normal	Normal	Normal	Normal	60/100
Tran Vu Linh	Good	Good	Good	Normal	Normal	Normal	Normal	70/100

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3. Comment on each group member

When I'm working in a group, I make remarks about the folks with whom I'm working. It is vital to evaluate each member of the group since it keeps the team competitive and aids in the completion of the assignment. The requested project was successfully finished. What skills do team members possess, what are their strengths and weaknesses, and what is the team's responsibility in helping to maximize the team's individual strengths while reducing the team's flaws?

Our team includes:

- Truong Thai Binh
  - Strengths: the main and best coder of the team, choose the technology to use for the project, share tutorials on technologies for team members to learn, be responsible for dividing the work for the team, available willing to enthusiastically guide team members when they have questions about technology, serious at work and communicate well with team members when working on projects.
  - Weaknesses: a little sluggish at the start of the project and compelled to hurry up in the final phases when time is running out.
- Nguyen Manh Tai
  - Strengths: I am good at designing wireframes for the project, providing documentation for the team and assisting the team leader in developing the project
  - Weaknesses: Not good at communicating with others, only acting when assigned work
- Tran Vu Linh
  - Strengths: A person who likes to create a happy atmosphere to reduce stress at work.
  - Weaknesses: Or personal work reasons, so I don't often go to group meetings so I have to ask other members about everything, but I'm very persistent at work and try to do my best

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- Chu Tien Dat
  - Strengths: Very enthusiastic and enthusiastic and always responds to team members' questions as quickly as possible or fully supports the team leader and project members and is a bridge connecting team members
  - Weaknesses: Although he is not good at writing, he will research and work if he is instructed
- Do Quang Chuan
  - Strengths: Someone who can give good ideas that can support the project
  - Weaknesses: Being a quiet person, rarely participating in group meetings
- Nguyen Huynh Tien Dat
  - Strengths: Being a sociable person, who is enthusiastic to help if asked
  - Weaknesses: But very little talk to the group

V. Self-evaluation

After the group project was completed, I felt that I needed to improve a lot, because on this project I made a lot of mistakes that affected the progress of the team's project. Such as not being proactive at work, not reminding team members to work and eventually causing the project to come to a standstill. Importantly, the lesson I've learnt from working in groups is that I need to be more proactive in group work, follow the leader's directions when handing over work, and listen to the ideas of others in the process of listening and understanding. So that we and the team have a better knowledge of the issue, learn to take notes on the important points and questions to ask once the person's perspective is ended. In during conversation, I also learnt to provide comments for everyone's benefit and to work on the project without bias. And, most essential, I must be the team's motivator. Because of such abilities, I gradually acquired the trust of my close friends and was given responsibility for the prescribed tasks. In Web Software Development coursework like this, we built the website using a new programming language called JavaScript. It's a Nextjs-based programming language. This language is one of the most extensively used since it can run on Windows, Mac, and Linux

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systems. JavaScript is extremely easy and straightforward to use on platforms. This is a leader's project, and we've been given the task of boosting team cohesiveness and collaboration experience. It was the team leader who chose the direction of the project and I also learned new knowledge. Thanks to that in the future I will try to learn more so that I can diversify my work in the future to support myself. This is the product of not only my efforts, but also those of my coworkers and leaders. I learnt what it takes to manage and create the website from my peers so that I may test it on a virtual platform and identify any flaws, as well as how to correct them using beneficial tools. I've learnt a lot of important lessons and been able to manage my future via projects and teamwork and building a solid team will require a lot of collaboration. In future project or issue in a global organization. In the future, I will need to visit a lot of universities or job to have someone offer me their own opinion so that I can feel my shortcomings and promote and show off the strengths I discover at work. for teammates to boost their development To reduce project risk and delay, I will focus on listening to and supporting team members before implementing the project, as well as giving any needed suggestions. If in doubt, try to encourage and rectify mistakes. Processes of self-discovery, since this is an indispensable thing for me, I can't allow myself to make mistakes at work, but can safely speed up the work so that I can help my teammates and myself to complete the job together.

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