Team Anti-CoronaVirus

About our team

Anti-CoronaVirus is a team of five young and enthusiastic programmers who are interested in helping any open-source project to make their products/service perform better. They believe that with close observation, there is always room for improvement for any product.

Team Goals

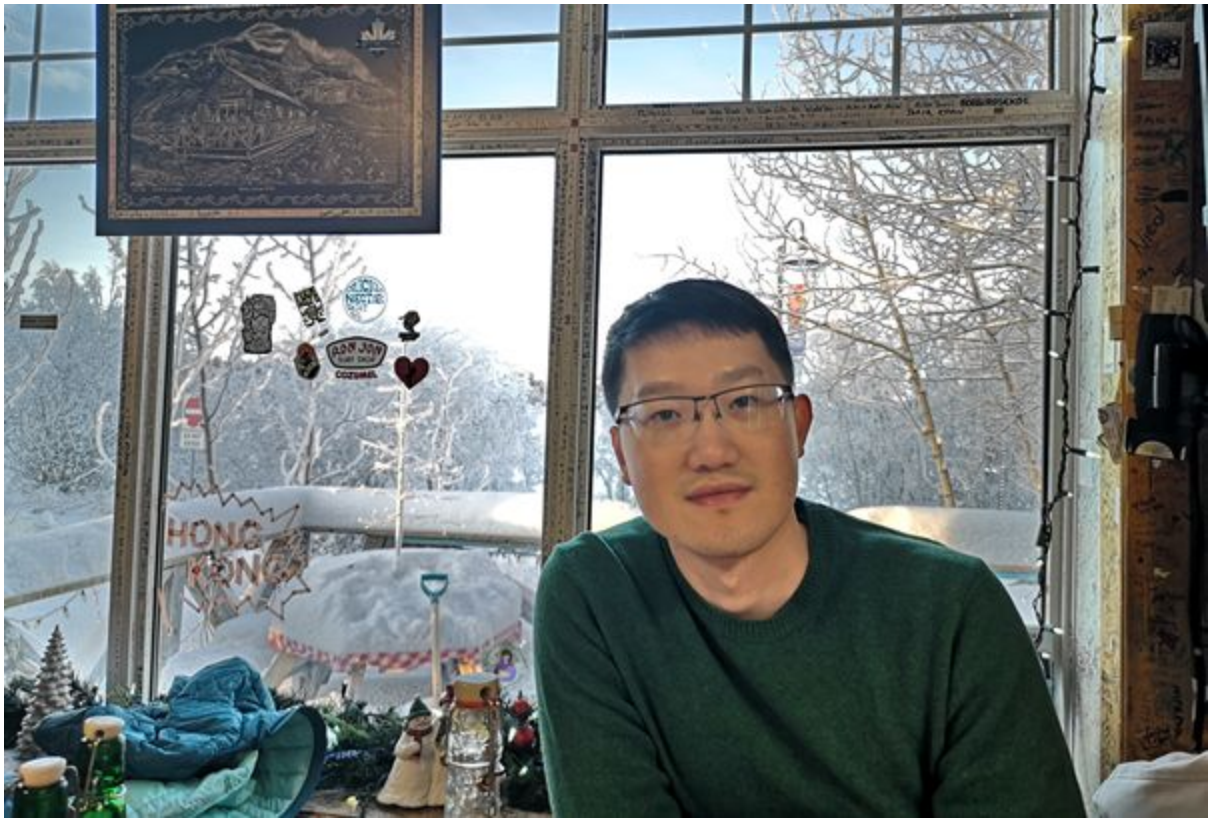
- Provide high-quality solutions for existing issues in Mozilla
- Positive teamwork experience for all involved members
- Dealing with conflicts in a professional matter
- Work professionally with integrity and academic honesty

Team Strengths

- Being punctual and on time for meetings and deliverables
- Everyone gets along easily; disagreements are handled in a civil way and compromises are accepted
- Organized decision making, the consensus is not too difficult to reach and members are accepting of different ideas

Huang, Wanjing

I am studying as a fourth-year computer science student at the University of Toronto Scarborough campus. I am currently studying as a full-time student of the university, and through my studying as a computer science specialist student, I have finished varieties of projects in many different computer languages such as Java, C, and Python. The latest project I was working on was studying tools that server for university students and instructors. The application allows instructors to upload problem sets that assign to students and students can post their answers and gain instant feedback.My interests in the field of computer science include game design, network security, and data mining. In my spare time, I like to browse the latest game on the market and play it, trying to understand the logic behind a computer game and see the process of game developing.



Liang, Yongli

I am a fourth-year computer science specialist student in Information System stream at University of Toronto Scarborough campus. Right now, I am also working part time in Newmar Windows Manufacturing as a System and Network Administrator. I have a Computer Engineering Technology Advanced Diploma with Seneca College involving electronics, software development and IT infrastructure. I always had a passion for software development and that is why I decided to go back to school to gain the latest knowledge and skills about programming. From my past study and current study, I have gained extensive knowledge and skills about designing, implementing and testing software with the most popular programming languages like C, C#, Python, Java…. I have also completed a few projects during school such as designing a Chatbot using ReactJS in CSCC01, developing a Super Mario Game using AngularJS in CSCC09. Even though my work experience is not related to software designing, I believe I could still apply what I have learnt from work such as problem solving skills, interpersonal skills, teamwork ...to this project.

Xu, Pingfan

I am studying as a fourth-year computer science student at the University of Toronto Scarborough campus. I am specializing in Co-op Computer Science program Software Engineering stream. I worked at CIBC as Junior Test Analyst, Bank of Nova Scotia as Junior Programmer Analyst, and Maple Leaf Foods as IS Digital Developer. I have accomplished various projects in Java, Javascript, C#, Python etc. The two most recent projects that I was involved in are searching engines for the CSCC01 project and Mabel Bot for Maple Leaf Foods. The searching engine is a Google-like indexing system which allows the user to upload, download, share and search files. The Mabel Bot is a cross-platform Chat Bot that utilizes artificial intelligence technology to automate the internal requests of Maple Leaf Foods. In addition to the course-related or work-related projects, I am also very interested in digitizing daily tasks using my technical knowledge. In my extracurricular time, I am developing an Android-based OCR information inquiry system for my family business use.

Guo, Yiwei

I am an undergraduate student in the software engineering stream at UTSC. Now is my fourth-year-study, and I am going to graduate after this semester. During the period with different cs courses, I have experienced several projects. In CSCB07, I implemented an Android sales application using Android Studio, Java as backend, and SQLite as the database. Later on, with Yongli and Yiling in the same CSCC09 team, we built a full-stack web application using Angular CLI as our framework, Node.js as backend, and MongoDB as database. At that time, I also learned how to use socket.io in javascript. Besides, I took CSCC01 last summer and also with the two same team members established a closed-domain-chatbot based on React as frontend, and Java as backend. All these experiences let me gain the ability to demonstrate exceptional programming and software knowledge and outstanding leadership and teamwork abilities.

Zhu, Yiling

Currently, I am a student enrolled in the Computer Science, Software Engineering B.Sc. Degree, and this year is my fourth year. In the latest school terms, I collaborated with team members to work on a few projects, such as Closed-Domain-Chatbot Application, and Web Based Multiplayer Game - SuperFireBros. At the beginning of development of Closed-Domain-Chatbot Application. I have implemented the backends and frontends using Java for Closed-Domain-Chatbot Application, and using Javascript for the Web Based Multiplayer Game - SuperFireBros. Also, I am in COOP program. Last year, I gladly took on the position of QA Developer in Leonardo Inc, which allows me to use Java, Typescript, SpringBoot Framework in large software system development. I am confident that my programming skills, collaboration skills and learning ability to work with this team will enable us to have a valuable and remarkable course experience.

Team Agreement

Methods of communication

Wechat as the primary communication channel, phones used only to contact members when immediate response needed. Email used as last resort if nothing else works. Phone call and texting message will be used in the emergency situation if one member cannot meet the deadline or absent before meeting.

Communication response times

A response from the Wechat group chat should be expected within one hour. Everyone is expected to be on Wechat call within 5 minutes of the meeting start time. We will respond through email whenever the TA responds.

Regular meeting times

We will have a weekly meeting in person at the computer lab in IC, starting at 3:00 pm, and ending before 6:00 pm. Our daily stand up will be held on a Wechat server, starting at 9:00 pm and lasting 10 minutes. We will schedule meetings with the TA whenever we are required to.

Meeting attendance

Attendance at all meetings will be mandatory, unless you are sick or need to study for an exam.

Running meetings

Thursday meeting - IC lab

Room arrangement will be announced via Wechat if not enough space of the usual rooms. Note-taker for meeting rotates weekly.

Spontaneous online meetings - online meeting with preset agenda.

Meeting preparation

Thursday meeting: What we have done this week and what we're planning to do for next week.

Online meeting: report each member's progress.

Version control

Commit/push code that is functional - we will be using a feature branch strategy.

Content of log messages - " (Files changed by ____) - (What changed in file) "

Division of work

During our sprint planning, we will make sure that all features planned for the sprint are explicitly assigned to a person. Code quality will be checked during our code review sessions, where we will be looking for readable code and adherence to PEP 8 style guide for Python. The code will be submitted by the team during the meeting before the release date.

Submitting deliverables

Git:

When working on a new feature, a new branch will be created in our repo, and it will be merged to the master branch once it is completed.

Contingency planning

What if a team member drops out - Replan the distribution of the work, most likely with an online/offline meeting. Talk to prof if it doesn't get resolved easily.

What if a team member is sick for a significant period of time - Replan work distribution and keep going.

What if a team member consistently misses meetings - Call the person, deal with each case individually. Escalate to prof if needed.

What if a team member is academically dishonest - Go back to previous commit and change the offending code. Notify prof ASAP.