

BYTE

(Best Youth Team Ever)



from left to right: Joey Huang, Sherry Ma, Khansa Kiasatina, Leo Lin, Qi Lin

Introducing the team

We are **BYTE**, short for **B**est **Y**outh **T**eam **E**ver. BYTE is a team of five talented individuals at the University of Toronto Scarborough, all being 4th years with POSTs in Computer Science.

Team goals

BYTE will strive to achieve the following goals for our project this semester:

1. **Have at least 3 of our pull requests accepted**
 - These will be general issues with easy to medium level difficulty
 - We set this goal with the objective of contributing *something* to an OSS no matter how small it may be
2. **Have at least 1 major feature pull request accepted**
 - This will require more time and work because implementing an entirely new feature will be much more difficult than general issues
 - We set this goal with the objective of contributing something *useful* to an OSS so that users will benefit from it

Team strengths

The team members of BYTE all have a ***strong technical background*** in many areas such as full-stack development, web development, as well as middleware.

We are ***quick learners*** as demonstrated by the successful co-ops and internships we've had so far.

We are also all ***responsible and reliable*** individuals, so we can always count on each other to respond and complete work on time, as well as help each other to work problems out.

Introducing the members

Joey Huang



Joey is a fourth-year Software Engineering Co-op Specialist student at the University of Toronto Scarborough. He is currently a full-time student and a teaching assistant for computer science courses in school.

Joey has successfully finished three previous co-op work terms. He has sufficient development experience in various languages, specifically, prefer Python, Java, C. Joey gained web development experience through his first co-op work term and

created some single-page applications in Angular. His second work term contributed to a delivery pipeline as a DevOps, which also taught him how agile and scrum works in the industry. His last internship was in an engineering productivity team where he designed and implemented a regression result track embedded in a large pipeline. With different internships, he became a quick learner and learned numerous frameworks and development tools, such as Angular, Spring Boot, Spanner, Stubby, Blaze, etc.

Joey likes to learn new technologies and embrace hard challenges. He can't wait to start a new journey with other excellent developers in contributing to an open-source project.

Jialiang Lin



Jialiang Lin is a fourth-year student who is a specialist in Software Engineering. He is currently a full time student and a teaching assistant for a computer science and mathematics course in school.

During his first two academic years, he became familiar with several programming languages like Python, Java, JavaScript, and postgresSQL. Additionally, he grasped the basic thought of the application architecture. Jialiang had been working as a data analyst and full stack developer in his second year, where he assisted in the development of a company web platform for a start-up in Fall, 2017. He also worked as a technical process assistant to collect and analyze governments' data for Chinese Intelligent Cities. With the help of those different internships, he

became a quick learner and got familiar with some framework, such as Angular, Java Spring, Django and React Native.

Jialiang Lin is excited to take his first step to contribute to an open-source project. He is patient and cautious enough to find possible solutions to resolve the difficulties that come in this project.

Khansa Kiasatina



Khansa is a fourth year student at the University of Toronto Scarborough with a specialist in computer science, software engineering stream. She is currently a teaching assistant for one of the introductory computer science courses at the university and is enjoying it greatly.

Through her previous co-op jobs, Khansa has worked with technology from microservices architecture and Netflix's OSS to web development and single-page applications. After dabbling a bit in both the back-end and front-end sides of software, she realised she prefers developing the front-end of an application due to personal interests in visuals and aesthetics.

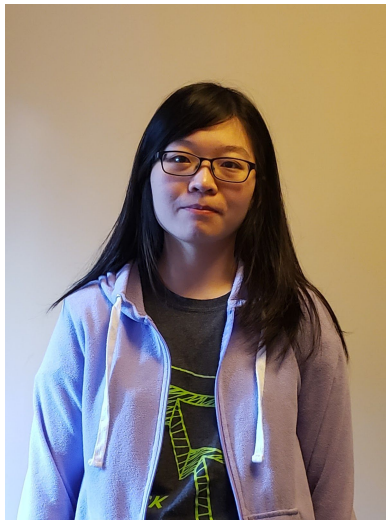
Overall, Khansa is able to program in a variety of languages such as Java, Python, C, and JavaScript/TypeScript and has a good understanding of web frameworks such as Angular 6 and Django. She is excited to work on this project with the knowledge of everything she's learnt so far, and will be ready to tackle any problem that comes her way.

Qi Lin



My name is Qi Lin. I am currently enrolled in the computer science specialist: software engineering program. Through various academic projects, I developed a solid understanding of C, Java and Python programming language. As a co-op student, I gained some valuable experiences from my first work term. I have experience using MySQL, MongoDB for web-based data management. In addition, I worked closely with the Microsoft Azure ecosystem and angular 5 frameworks to build a web-hosted chatbot. I also joined the development team and gained real working experience with the agile development methodology. For this exciting new project, I look forward to utilizing my knowledge of Java and agile methodology to support the team to achieve its goal.

Sherry Ma



Sherry Ma is a fourth-year student studying in the Computer Science program's Software Engineering Stream at the University of Toronto Scarborough campus. Her hobbies include playing sports such as badminton and table tennis, playing games and listening to music.

Sherry knows how to program in Java, Python, JavaScript and C. She also has experience in using React.js and Django web frameworks. She is familiar with using Git, MySQL, Android Studio, Postgres and MongoDB. Sherry worked at Creativeworks as a Blockchain Developer intern for 4 months. She focused on project development including how data will be stored on the blockchain, adding features, and maintaining the security of the servers. Moreover, she currently has a work study position as a

Software Engineer at UTSC which focuses on developing a web crawler.

She loves to learn, willing to discuss problems with others and acquire new knowledge. She would like to do her best on everything and achieve the best result.

Sharing coffee together



BYTE has gathered recently to work together on establishing the team agreement.

Team agreement

BYTE has agreed to the following terms following a meeting last week.

Methods of communication

- **Messenger:** General issues and admin
- **Discord:** Technical issues due to the ease of screen-sharing

Communication response times

- **Weekdays:** 4 hours after message sent
- **Weekends:** 6 hours after message sent
- **At night (after 11 pm):** 12 hours after message sent

Running meetings

- **When:** Weekly on Wednesdays at 12-1 pm, mandatory
- **Additional meeting times:** Mondays at 12-1 pm when needed
- They will happen face-to-face in either the BV or IC lab
- Everyone can miss 1 in 3 meetings as a "sick day"

Meeting preparation

- Prepare to talk about what we worked on the past week and any problems we faced
- Khansa will take meeting notes

Version control

- **Committing:** Only commit code that compiles successfully and does not break anything else in the project
- **Commit message content:** What changed since the last commit, must make sense and be useful without too much context, must not be too long
- **Branching:** Create a new branch for each ticket
- **Merging:** Code must be reviewed by at least 1 team member, must notify that team member personally about code review

Division of work

- **Dividing work:** After creating the tasks, each team member will choose the ones they want to work on until everyone has a roughly equal number of story points to work on
- **Deciding who does what:** We decide ourselves what we want to work on and if there are any unwanted tasks leftover we will divide them equally amongst ourselves depending on who has the most expertise
- **Keeping track of tasks:** Use JIRA if available, otherwise use GitHub Issues

- **Keeping track of story points:** Use JIRA if available, otherwise use Google Sheets

Submitting deliverables

- **When:** 24 hours before the deadline to give time to review and fix bugs
- **Who will submit:** Submit in turns by creating a schedule for submission
- **Who will review:** At least 2 team members, which will be decided in our weekly team meetings

Contingency planning

- **What if someone drops the course:** Anyone who drops the course has to finish the remaining tasks they have and document what work there is left to do within their implementation. The rest of the team will divide equally the work left behind by the team member and inform the TAs and instructor of the change
- **What if someone constantly misses meetings:** We will first check up with the team member to see if anything is wrong with them before going to the TAs and instructor, since it's normal for people to have off days
- **What if a team member is academically dishonest:** Warn the team member, figure out which part of what they wrote is considered an academic offence, and rewrite that part completely. Inform the TAs and instructor of what has happened and what we did to mitigate it

Signed by:



(Khansa Kiasatina)



(Sherry Ma)



(Joey Huang)



(Jialiang Lin)



(Qi Lin)