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Getting Started

Project Deliverable 0



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LES PROGRAMMEURS

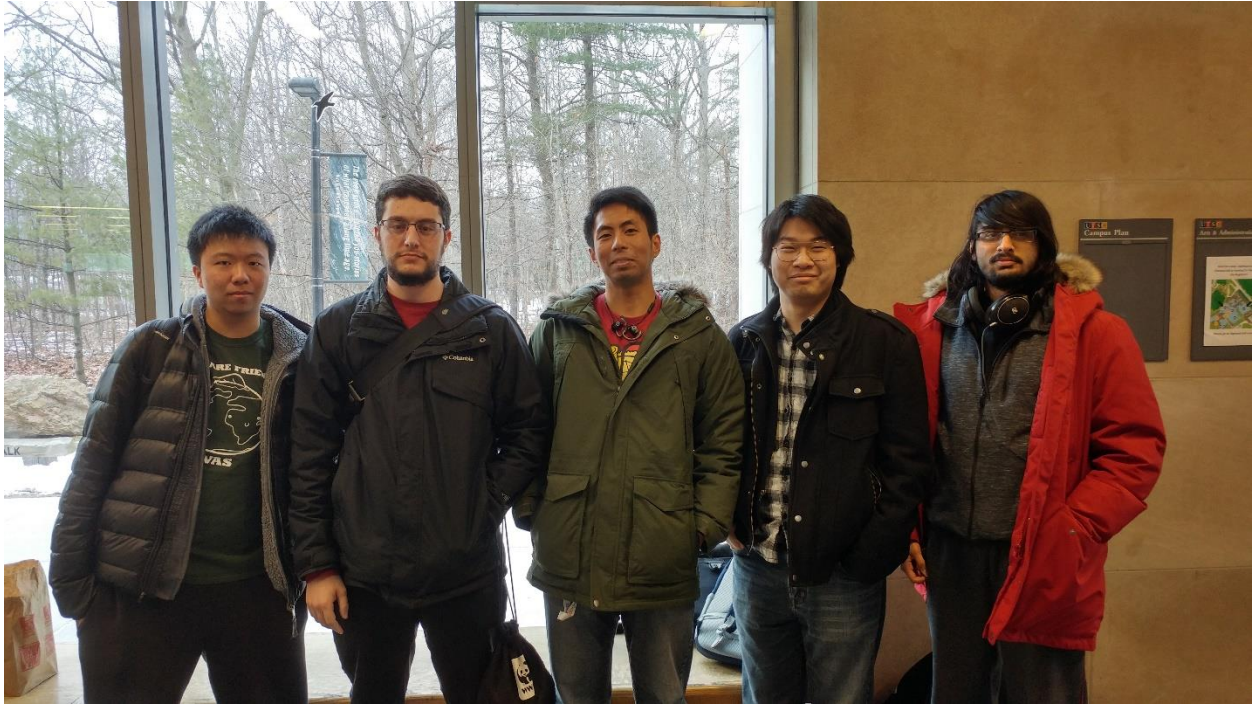
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Meet the Team



Les Programmeurs Software Development Team

We are **Les Programmeurs** – a group of students consisting of four Computer Science specialists and one French major. Beginning from the left of the group photo above, we have a student housing great knowledge in backend technologies with an emphasis on database management systems (Andrew Leung), a student with mastery in Java that comes from 10 years of experience (David Fernandes – the French major), a student with an adept grip on testing and quality assurance as well as skills in front end development (Patrick Ocampo), a student with a good balance in knowledge and experience with backend programming technologies (Brian Chim), and a student with solid abilities in Python programming and web development (Sameed Sohani).

Our group is quite diverse with regards to the experience and knowledge we all bear from our different experiences of putting our trades into practice. Ultimately, we all share a goal of achieving success in this course project by bringing our skills together and creating solutions that highlight the team's diversity and skillset. In order to ensure that we meet this, we seek to achieve other goals that when combined create a foundation for the greater vision. Some of these goals include learning each other's strengths and weaknesses in order to identify areas of improvement, working collaboratively as a means to increase productivity and development in the project, and staying on top of each task so that we are not rushing our efforts to deliver a half-baked solution.

Get to Know Us

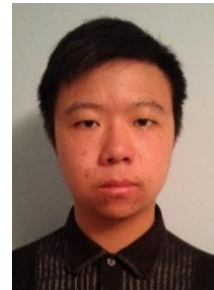


Patrick Ocampo

I am a fourth year Computer Science co-op student specializing in the Software Engineering stream. Over the four years that I've studied at the University of Toronto Scarborough Campus, I have gained a decent amount of experience in the industry from past internships, academic projects, and teaching assistant positions. In 2018 and 2019, I worked as an Automation Developer for Manulife and Seequent respectively, in which I established test automation frameworks for testing company products and assisted their QA departments by expanding their test coverage. In addition, I have also worked as a teaching assistant for the course CSCC10 - Human & Computer Interaction, in which I assisted students with gaining a deeper understanding on how to facilitate good UI/UX design. Through these positions, I have learned the importance of collaborating with your colleagues and delivering content with the utmost quality as a means for driving company growth and establishing a good reputation. I look forward to collaborating with my group and applying my industry knowledge (agile practices, testing, and UI/UX design) to contribute to whatever open-source project we are given.

Andrew Leung

I am a student currently in my fourth year of studies at the University of Toronto Scarborough Campus specializing in the Computer Science Software Engineering Stream. During my first co-op term in 2018 at the Ministry of Education, I worked in Quality Assurance where I mainly performed duties involving the testing of a web application. During my time there, I was able to learn how to write automated test scripts, how to design test cases while following a functional design document, and how to track defects through the defect lifecycle. In 2019, I worked at CI Financial for my second co-op term as a backend developer. It was here where I learned how to write web APIs following REST design principles using the Django web framework for Python. Furthermore, during the Summer and Fall terms of 2019, I worked as a teaching assistant for the course CSCC43: Introduction to Databases where I led tutorials, hosted office hours, invigilated exams, and graded assignments as well as exams. Here I helped students learn good relational database (MySQL and PostgreSQL) design through teaching topics such as functional dependencies, normalization, and entity-relationship diagrams as well as how to write queries in relational algebra, SQL, and Java-embedded SQL. Through these experiences, I have developed my technical and interpersonal skills significantly and have gained a lot of knowledge in these areas that I look forward to sharing with my group.





Brian Chim

I am a fourth year Software Engineering student at the University of Toronto. Coming from both academic projects and work experience, I am practiced in development with various tools and technologies. With regards to skills in a team environment, having been a Test Analyst at CIBC, I have developed skills in planning, communication, and leadership, as well as in requirement mapping, gap analysis and backlog refinement.

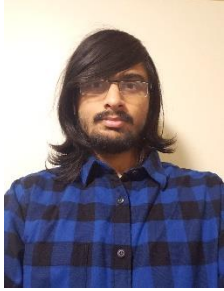
In my time as a software developer at OpenText, I had the opportunity to showcase my technical skills through the development of automation suites using Robot Framework as well as analyzing and proactively fixing possible security vulnerabilities with the help of Fortify SCA. Beyond these skills, I am also a quick learner, hence, allowing me to not only be able to pick up unfamiliar concepts, but also to be able to put them quickly into use. I am always eager to develop something new and look forward to adding new skills to my skillsets.

David Fernandes

Bonjour! (That's French for "hello"). I'm David, a fourth year Computer Science and French double major. I've spent the last four years at the University of Toronto learning and improving my knowledge of coding by joining courses like B07, B09, C01, and now D01. When I'm not at school, I run several side projects and freelance work. Some of my biggest projects include modifications for the game Minecraft, developing a database and website for St. Michael's Choir School's Archives and an internal website for Eastlink Communications that aids in information centralization.

I personally enjoy learning new libraries to accompany my project, most recently using Idiom and Paris for a PHP database connector. Because my first projects were Minecraft mods, I've become accustomed to Java and Gradle/Maven. Minecraft modding also helped me understand the complexities of software development, given that several mods were built with several people across different time zones. Outside of development, I'm also a musician and an avid reader.





Sameed Sohani

Hey, I'm Sam, a fourth year Computer Science specialist student in the Software Engineering stream at the University of Toronto. I have developed several skills in both software engineering and working in a team from several courses throughout the program and from work experience during co-op. During my time at UHN as a software developer, I worked as a full-stack developer (mostly on the backend) in a Scrum environment while creating web-apps using Go, Python, and JavaScript as well as creating various programs for the department and deploying the app and its database on the development server. Apart from my work experience, I have gained experience in Java, C, Python, JavaScript, both SQL and NoSQL databases, and more from courses, high school, several hackathons, and personal projects.

Apart from school and work, I enjoy gaming, playing trading card games, reading, watching shows on Netflix, watching anime, biking, going on hikes and building computers.



Les Programmeurs Software Development Team sharing a meal together

Our Rules

Communication

- Discord
 - The team's main method of text and voice communication as well as quick file sharing outside of version control (check often and respond within 24 hours if needed)

Meetings

- Weekly in-person meeting
 - Discuss project deliverables, user stories, tasks, and other important topics of significance for the current or upcoming sprint
 - Mandatory
 - Thursday 3:00 – 4:00 at IC406
 - An agenda should be prepared with topics to discuss at each meeting
 - At least one person should take meeting minutes at each meeting which will later be posted on Discord
- Meeting with TA
 - Mandatory
 - Time and frequency TBD
- Emergency voice meeting over Discord
 - For whenever something must be discussed informally at any time
 - Optional
 - Notes will be posted on Discord

Programming

- We will be using Java to code our software solutions
- We will be using Git version control
 - Always pull before working on code
 - Only push useful and required files to the repository
 - Team members may commit tags of automatically generated files into the .gitignore file in the repository
 - Only push working code to the master branch
 - Branch when experimenting with new features
 - Merge branch only when the feature is complete and working

- Commit messages should contain files and/or functions that were added/modified/removed as well as reason

Work and Collaboration

- Features will be represented through user stories with assigned story points
 - The user stories will be broken down into tasks which each have a fraction of the story points assigned to them
 - Tasks will be assigned to team members based on a variety of factors including technical skills, time availability, etc.
 - Keep track of the tasks each team member is working on through a Kanban board
- Whenever a task is completed, another member on the team will review and test that it is working correctly
- All work should be committed to the repository by the task owner 24 hours prior to the deadline to leave time for verification
- In the case of a conflict on Git, the team members in which the conflict concerns must communicate together to resolve the conflict.
 - If the conflict is too complicated, too large in scale, involves clashing design choices and ideas, or any combination of the above, all team members should participate until a consensus is met

Contingency

- All team members will have tasks assigned to them for the sprint, if a team member drops the course or will be unable to work for a significant amount of time, we will have to reassign their tasks to another member on the team
 - Depending on the priorities of the tasks, some or all will have to be completed by this team member on the current sprint, and some or all will have to be pushed to next sprint
 - Either way, we will be behind on the current sprint and will have to make it up with extra hours on the next sprint
- In the case that a team member does not show up to a mandatory meeting, a good reason should be provided 24 hours prior to the meeting time
- If a team member decides to use code that is not theirs (ie: from a website) for reference, they should consult the rest of the team for their opinions on whether it qualifies as academic dishonesty
 - If the team is unable to come to an agreement, the team should then go to ask the TA and/or professor for advice

- If the above is not possible due to time constraints and the team needs working code soon, site the portion of code that was taken online, let the other team members know so that they are aware, and then consult the TA and/or professor as soon as possible

The signatures below indicate that the members of Les Programmeurs (Team 6) have read, understood, and agreed with all expectations stated above.

Aleungk

Bail

Patrick O.

Sanner

J. Fernandes