

 Tip: Click the book icons to learn more about each methodology!

Methodologies

Used for Harvester Automation

Supplement Content for SIParCS 2021 Poster:
Harvester Automation for Metadata Search Web Application



Agile Scrum

A Framework that Prioritizes on Short Sprints

Frequently Renewing Interest Across the Code
Immediate Feedback on Big and Small Issues
Each Issue is Equally Important to Finishing the Project



SOLID Principles

A Set of Rules to Make Maintainable Code



Each Class, Object, or Method Operates Under One Job
Easy Modularity for Potential Code Repairs
Each Structure Knows Just Enough to Do its Job



Layered Architecture

A Code Structure as an Application of SOLID Principles

Presentation, Application/Domain, Persistence Layers
Layer Communication Does Not Skip Layers
Enforces SOLID Principles



Pair Programming

A Technique That Celebrates Immediate Peer Feedback



Programming and Explaining Your Code
Collaboration Over Code Boosts Codebase Knowledge
Frequent Action on Code Expected to Maintain Usefulness



Refactoring Code

A Process of Restructuring Code

Beneficial to Refactor for Unit Tests, and Vice Versa
Shifting, Organizing, Rewriting Code
Balance Between Optimization and Readability

