# Learning Log

## Week 8

| Date | 10 March 2020 |
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| Group Goal | To Complete CU13, CU14, CU15, DED1, DED2 DEB3, DEB4 – 100 % completed |
|  | Burn Down chart and Burn Up chart and Code Coverage |
| Individual Goal | To develop and test (jUnit) for DED1) -100 % completed |
| Time Spent | 5 hours   * 3.5 hr: DED1 (Coding and testing, Partition Testing) * 1 hr: Team meeting & resolving error in code (help of team member) |
| Tasks (What we are trying to achieve) | We want to complete to our individual task, create burn up, burn down chart |
| My Contribution | Completed 1 user story (DED1) |
| Group Structure | Every individual did their coding and jUnit part for assigned User story |
| Learnings | I learnt difference between burn up and burn down chart |
| How did I learn (Sources) | From Coding and errors generated and lecture notes |
| Interpersonal Skills | Analyzing |

## Week 7

| Date | 01/03/ 2020 |
| --- | --- |
| Group Goal | To Complete SUB4, ORD2, ORD1, ORD3, ORD4, CU11, CU12, – 100 % completed |
| Individual Goal | To develop and code for CU11 – 100 % completed  To develop and code for ORD3 – 100 % completed |
| Time Spent | 5 hours   * 3 hrs: CU11, * 1.5 hr: ORD3 * 0.5 hr: Group meeting |
| Tasks (What we are trying to achieve) | We want to complete our individual user story assigned |
| My Contribution | To code and test for registering customer and order deleting. |
| Group Structure | Every individual did their coding and jUnit part for assigned User story |
| Learnings | I learned how to achieve create and delete function and usage of interface in enhancing security of the project |
| How did I learn (Sources) | Self-learning and solving errors |
| Interpersonal Skills | Communicating skill  Listening skill  Programming skills |

## Week 6

| Date | 24 February 2020 |
| --- | --- |
| Group Goal | To Complete SUB1, SUB2, SUB3, integrating work of the entire sprint and planning next sprint – 100 % completed |
| Individual Goal | To develop and test (jUnit) for SUB2 – 100 % completed  Sprint Planning – 100 % completed |
| Time Spent | 5 hours   * 1.5 hrs: Coding, * 1 hr: jUnit testing, * 1 hr: Group meeting & Integrating all user Stories * 1.5 hr: Sprint 2 Planning |
| Tasks (What we are trying to achieve) | We want to complete our individual user story assigned and create deliverable of Sprint 1 |
| My Contribution | To complete code and jUnit testing for customer’s Login |
| Group Structure | Every individual did their coding and jUnit part for assigned User story |
| Learnings | I revised Test driven method and System architecture |
| How did I learn (Sources) | From Coding and errors generated |
| Interpersonal Skills | Decision Making |

## Week 5

| Date | 17 February 2020 |
| --- | --- |
| Group Goal | To write methods and jUnit for the corresponding methods for Customer and Delivery Person’s Theme |
| Individual Goal | To write method and jUnit method for that method of CUS1 (Customer Login) user story |
| Time Spent | 5 hours   * 2 Hours: Writing Signature method and test method for the same * 2 Hours: Coding. * 1 hour: Group Meeting (Discussing pipeline, Project structure) |
| Tasks (What we are trying to achieve) | We want to address Test driven Method. To write and test the methods for user stories of Customer and Delivery Person |
| My Contribution | To write method and jUnit method for customer’s Login |
| Group Structure | Every individual did their coding and jUnit part for assigned User story |
| Learnings | I revised Test driven method |
| How did I learn (Sources) | From last semester notes and discussion with team members |
| Interpersonal Skills | Communication |

## Week 4

| Date | 9 February 2020 |
| --- | --- |
| Group Goal | Creating database table – achieved 100%  Partition and Equivalence testing for Newsagent and Delivery person’s login and registration (CUS1, CUS2 and DEB1, DEB2)- achieved 100%  Partition testing for DEB 3 - achieved 100% |
| Individual Goal | Develop test cases, Equivalence partition testing & boundary value analysis for Newsagent Login and Registration (CUS1 and CUS2) |
| Time Spent | 5 hours   * 3 Hours: Partition testing and boundary value analysis * 2 hours: Designing test cases for both the user stories |
| Tasks (What we are trying to achieve) | We wanted to apply both (Partition and Equivalence) the test techniques to 4 user stories and Partition testing for DEB 3 |
| My Contribution | Design test case and boundary analysis for CUS1 and CUS2 user story |
| Group Structure | Every individual did Testing and designed their test case for the user story assigned to him/her |
| Learnings | Boundary values and Equivalence partitioning |
| How did I learn (Sources) | Referred to notes of last semester and lecture |
| Interpersonal Skills | Problem solving |

## Week 3

| Date | 2nd February 2020 |
| --- | --- |
| Group Goal | To implement Pull request (achieved – 100%)  To implement Issue Tracker (achieved - 100%)  To implement Pipeline (achieved - 100%)  Story Point Estimation and timing of all user stories (achieved -100%)  Sprint-1 Planning (achieved – 100%)  Deciding attributes and relations among database tables (achieved - 100%) |
| Individual Goal | To plan sprint 1  Story point estimation of all user stories in theme o Newsagent and customer  Modifying acceptance criteria of all stories |
| Time Spent | 5 hours   * 2 Hours: Deciding attributes and relations among database tables, implementing issue tracker, implementing pull request * 2 Hours: Sprint Planning * 1 Hour: Story point estimation of all user stories in theme o Newsagent and customer   Modifying acceptance criteria of all stories |
| Tasks (What we are trying to achieve) | We want to finish bitbucket environment setup for our project  We wanted to assign story point and time to all the user stories  We wanted to decide sprint 1 |
| My Contribution | Planned Sprint 1 and contributed in deciding attributes for database tables |
| Group Structure | Every individual put their insights about   * All the possible attributes of database tables and took part in implementation and discussion of Bitbucket specified features * Estimating user stories |
| Learnings | I learnt about efficient planning of sprint, pipeline |
| How did I learn (Sources) | From internet surfing and group discussion and bitbucket |
| Interpersonal Skills | Planning, Decision making |

## Week 2

| Date | 27 January 2020 |
| --- | --- |
| Group Goal | Fixed user stories and Discuss the features of Bitbucket in group |
| Individual Goal | To fix user stories and Understand Pull Request and discussed with the group |
| Time Spent | 5 hours   * 2 Hours: Designing database, defining relationship among entities and deciding database tables * 1 Hour: changing user stories * 1 Hour: Researching about CI/CD in bitbucket * 1 Hour: Discussing and implementing Pipeline, Issue Tracker, Pull Notification and CI/CD (Continuous Development and Continuous Integration) |
| Tasks (What we are trying to achieve) | We wanted to decide whether implementing all above discussed feature  Will be beneficial for our project or not  We wanted to bring all the prerequisites together for project. |
| My Contribution | Contribution in group discussion  Making every group member understand what is pull request where and how we can use it |
| Group Structure | Every individual put their thoughts about   * All the different features we can add in bitbucket repository * Making user stories better * Deciding tables and relations among entities |
| Learnings | Pipeline, Issue Tracker, Pull Notification and Continuous Development and how they can be implemented in bitbucket repository |
| How did I learn (Sources) | Bitbucket documentation, Group discussion |
| Interpersonal Skills | Active listening, Leadership, Time management |

## Week 1

| Date | 27 January 2020 |
| --- | --- |
| Group Goal | Fixed user stories and Discuss the features of Bitbucket in group |
| Individual Goal | To contribute in Product Backlog  To research about Pull notification |
| Time Spent | 5 hours   * 2 Hours: Deciding database tables * 1 Hour: changing user stories * 1 Hour: Researching about Pull notification in bitbucket * 1 Hour: Discussing Pipeline, Issue Tracker, Pull Notification and Continuous Development |
| Tasks (What we are trying to achieve) | We wanted to decide whether implementing all above discussed feature  Will be beneficial for our project or not  We wanted to bring all the prerequisites together for project. |
| My Contribution | Participated in the group discussion.  Suggested some rules for better group performance |
| Group Structure | Every individual put their thoughts about   * All the different features we can add in bitbucket repository * Deciding tables and relations among entities |
| Learnings | I learnt about Pull Notification, how to create and search pull notification |
| How did I learn (Sources) | From internet surfing and group meeting |
| Interpersonal Skills | Attentive, Time management |

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| **Student Name**: Chhaya Sharma | **Student Number:** A00268860 |
| **Subject:** Agile Methodologies | **Semester Number:** 2nd |
| **Student Signature:** | **Week Number: 8** |