

REFLECTION NOTE

By Habil Lai

Personal contribution.

In my opinion, my personal contributions started at before the exam. We were only 3 members and I posted on Discord that we were looking for 2 new members.

I'm looking at myself as an extrovert person and had no issues talking with other students and looking for new members.

After a few messages, I got to know our new team members and decided to arrange a digital meeting for all of us to get to know each other and make sure that we had the same goals for the exam. We agreed to treat the project as a graded exam even though it was a pass/fail exam. We got along quickly and decided to form the groups. I made sure to both create our own Discord channel for meetings and filesharing as well as a Messenger group for casual communication. From my own experience, people rarely check Discord messages on-the-go so I decided to use Messenger which has worked great for us.

During the project period itself I had 3 main responsibilities.

1. To take the initiative regarding our meetings and decide location, time, duration etc.
2. Requirement 1 in the DietManager.
3. A lot of writing. I wrote almost the whole reflection note (with inputs from team members) as well as multiple parts of the test-plan and the first draft of the test-plan. Note: We gave each member their own sections in the test-plan which they were responsible to fill out.

The reason why I took a big part the written parts of the project voluntarily were due to my lack of coding experience. For me, it has been pretty challenging to learn and understand the logic behind Java relative to other languages we have been working with earlier.

During the Easter Holidays we met online and discussed the EventNarrator and I realized pretty quickly that a few other members were much better than me on the technical part, but maybe not the administrative part. I therefore chose to do as much writing and administrative work as possible to relieve the others since I knew that they could do a better job coding than me.

I got my own responsibility and was able to write the methods and tests for requirement 1. Luckily a team member sat with me online for a whole evening explaining how the software should work and taught me a few things regarding Java and software testing. I manage to finish my requirement but that was it in terms of coding.

I wish I could contribute more regarding the integration test, but I found it quite comprehensive. Luckily, I learnt a lot by doing my requirement with guidance and also listening to other team members discussions.

What I learnt

I learnt a whole lot regarding Java and software testing during the project. I somewhat had an idea what a unit test, integration test, acceptance test etc. was before the project, but hadn't done it in practice before. I feel like I have a more complete understanding of the course and are able to see the relation between all of the subjects we've learned and how they all hang together.

I also learned a lot about using GitHub together with IntelliJ. I feel like having a pretty good basic knowledge now on how to use it which I think will be useful for future projects.

What I wish I did better

I feel like I've been working a lot to understand the logic behind Java this semester, but I still wish I put more hours into it, when I see how well some of my other team members understands it. That way I could contribute more and take a bigger part in the discussions. I honestly admire their excitement and passion when coding and wish I could take a bigger part of it.

I also wish I was more decisive regarding our meetings since that was my responsibility. I tried to be as democratic as possible, but when every team member is indifferent it was up to me to decide (which I didn't do a few times). That resulted in us not knowing when and where the meeting should be at the actual date.

I also wish I had more experience using GitHub and integrating it with IntelliJ. I've learnt a lot, but we mainly had only one who was responsible for helping others with errors and troubleshooting.

How the team's approach to collaboration in testing could be improved

A few times during the project we had two team members who had pretty long and unnecessary discussions (discussions are good, but only to a point). I wish we all remembered who was responsible and had the last saying during these disagreements. The discussions made our software better but were time and energy draining. Luckily, we got something out of it.

There were a few occasions where two members were working together or discussing while others were just sitting around doing nothing for a while since almost every meeting were done together with all members attending. Our daily briefs should've included a set of subgoals for the day where we made sure that everyone always was working on something. That way we could finish the project even quicker.

Also we should've taken a couple more minutes explaining our side of a discussion. We misunderstood each other more than we should've since we all have a different perspective on Java and how it works.

Other than that I thought everything worked pretty well. I at least, had a lot of fun with the group both when working on the project in addition to when we were just hanging around doing things non-related to the project.