Progress Report 4

Decision Table Editor

ECSE 458 D1/D2: Capstone Project

Fall 2023 / Winter 2024

Group 50

Julien Lefebvre - 260985990 - julien.lefebvre2@mail.mcgill.ca

Yazan Saleh - 260892738 - yazan.saleh@mail.mcgill.ca

Lucca Di Lullo - 260984108 - lucca.dilullo@mail.mcgill.ca

Justin Randisi - 260987866 - justin.randisi@mail.mcgill.ca

WESTF Primary Members

Robert Sabourin - robsab@gmail.com

Ben Simo - ben@qualityfrog.com

Claudiu Stoianof - claudiu.stoianof@gmail.com

Meetings

- ➔ Friday November 24th 2023 - (In-Person)
  - ◆ Planning and distributing tasks for Sprint 3
- ➔ Thursday December 5th 2023 - (In person)
  - ◆ Completion of Sprint 3 features
- ➔ TuesdayDecember 12th 2023 - (Zoom)
  - ◆ Planning and distributing tasks for Sprint 4
- ➔ Friday January 3th 2024 - (Zoom)
  - ◆ Completion and revision of Sprint 4 features
  - ◆ Planning and distributing tasks for Sprint 5
- ➔ Friday January 26th 2024 (Zoom)
  - ◆ Meeting to complete progress report 4
  - ◆ Planning and distributing tasks for Sprint 6 (current sprint)

Recent Progress

This progress report encompasses sprints 3, 4 and 5. Sprint 3 added a couple of key functionalities to our decision table and those are user stories 9, 10, 11 and 12. This functionality includes the ability to load a previously saved decision table into our editor and the ability to use custom string types for the conditions and actions. Moving onwards, sprint 4 was scheduled during the winter break and as a result, the team has decided to reduce the usual number of user stories we aimed to complete for this sprint. The two stories we implemented in sprint 4 were the ability to modify conditions and actions in the decision table. Lastly, as a result of reducing the workload for sprint 4, we strategically completed an additional 8 user stories for sprint 5. The end of sprint 5 coincides with this progress report submission. This sprint's user stories cover a wide variety of additional functionalities that our decision table editor can make use of. These include the ability to rename conditions, actions and decision tables, duplicating or closing a decision table and even the ability to add an action or condition value in a rule. To summarize, despite differing from the original plan of undertaking 6 user stories in sprint 4, we have managed to overcome any difficulties along the way and adapt such that we are still on track by having a comprehensive and successful sprint 5.

Future Plans

We have just begun to distribute the work for sprint 6 (current sprint) which concludes at the same time our next progress report is due. Therefore, our work plans for sprint 6 includes, but is not limited to, consulting our supervisors in regards to the identified redundant or unnecessary user stories and our approach to them, which is our first step for the sprint. Afterwards, logic reduction will be the primary focus of the next two sprints where the ability to identify conflicting rules, remove unused actions and conditions, combine rules and eliminate any redundant rules. Testing is critical at this stage and will be done in parallel whilst the project is being completed and we expect to have all work plans completed before we start our final sprint (sprint 8).

Lifelong Learning

The main focus for this semester is mainly logic reduction and algorithms for our application. In order to obtain the best results we will need to use skills that we have developed over the course of our four years in engineering as well as perhaps learning some new ones to best optimize our product. Testing our different options will be necessary as well to weigh different pros and cons for our system. Since we are working using sprints for our project, we have structured it so that the first week of the sprint we will be doing the necessary research that we would need in order to complete the sprint. For example if the current sprint theme is speedup, we will look into potential ways to speed up code in that first week. The next two weeks are reserved for coding and testing our product to ensure that quality is delivered at the end of the sprint.

In terms of soft skills we also need to do a fair bit of presenting for our final products thus interpersonal skills will also come in use. Since our supervisor enlisted the help of his software engineering community, we are responsible for presenting our new ideas to this team. This allows us to practice excellent communication skills and familiarize ourselves in front of multiple critics. This will definitely be beneficial as we graduate and will have many more opportunities to present in front of our managers, office members and colleagues.

For self learning, over the course of the year, although we were all versed in the technology that we were using, we had to learn a lot more about several frameworks to use. What we learned definitely helped us both in our project and also for any job in the future. The fact that we are using Python for our project is great since it is one of the most used languages in the industry currently and anything relating to it that we are able to learn will be greatly beneficial when applying for jobs and working in the future.