

Reflection by Bernard

Summary

During the project my contributions mostly consisted of implementing new features, writing javadoc, cleaning up code, and creating CRC cards/UML. I didn't do much testing, but was mostly working on the code in the 'main' package. I also did most of the communication between the TA and the group.

I enjoyed the discussions about new functionality and felt like I was part of the group effort. I learned about the way other people write code by pair programming and code review. The set construction of the meetings was good for the development process, because it made the project move forward. Although in the later iterations group members were busy with other subjects.

I already understood the tools for the development process: git, github, and Eclipse. I acquired this knowledge from past projects..

In a next project I would be more involved testing the code I wrote, instead of evaluating and improving existing code.

Reflection

Here a more general reflection of the project will be described. My own contributions towards the final product and also to organizing the group effort are discussed in greater detail. The decision making process, my roles, what I learned and think can be improved will be reviewed more thoroughly.

Contributions and Roles

During the project my contributions were almost everything, except writing tests. Testing was done by other members of the group.

I enjoyed the discussions about new functionality and felt like I was part of the group effort. After deciding that we wanted to implement a certain idea the group was split up. This was because some group members understood the project's architecture better than others. So my role was often to communicate the tasks for both these groups, while working in one of them; I checked if code was understandable, helped to spot bugs, and did work on the javadoc for the project that needed to be updated every week. Practically I spend most of my time using Eclipse and GitHub. I did some code review every week to keep up with the current state of the project's structure. I liked my role, but I feel that I need to also write more tests. I think this was something that was caused by splitting up the group.

Process

Group projects make you learn how to read other people's code. I had trouble understanding some modules at first. The way other people write code is naturally different from how you do it. After more time with the project you start to understand the other group members better. Pair programming helps a lot in this case, it makes you take a look at someone's thought process. However, we didn't do a lot of pair programming (we mostly worked from home). Thus we had to understand each other by doing code review on github, and posting issues there.

The set construction of the meetings was good for the development process, because it made the project move forward. We first had a small recap of the last week, then we discussed what we were going to do the present week to achieve the new target.

Improvements

In this project the communication between the TAs and the group members is essential for creating a good product. We were lucky and had a good TA, but I heard stories from other groups that were horrifying.

Future projects

In a next project I would be more involved in testing. Instead of writing new code, and evaluating and improving existing code. I would also put even more time in thinking what you are going to code before you are going to code. I know this is one of the main purposes of this subject, so we tried to first discuss things, make UML and CRC and only then start writing. Still the problem remained that we wrote unnecessary and overly complicated code.

I would still use mostly the same tools: github, google drive, and eclipse. I have had some time to get used to these development tools. In this project I learned even more about them. With this experience I can get started quickly on actually writing code in a future project. Although this is more of practical experience it is maybe even more valuable than most of the other things I have learned in this project.