**Agile Development with .NET**

**Assignment 3 Reflection**

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Assignment 3 was done as a group of 5. We only had 2 face-to-face meetings during a practical class. These were not as productive as they could have been with some members doing work on other assignments instead of contributing to discussions.

A GIT repository was quickly set up and this made it quite easy to do work collaboratively. There were some issues with work being overwritten accidentally but GIT made it possible to quickly get it back.

Most of the discussions occurred in Slack while we actually did work on the project. I did find it hard to keep track when there were a couple of conversations occurring in the one thread. They were used also for meetings, but it was really too hard and slow to work with. A Skype call or something similar would have made it easier.

I made the mistake of rewriting a large chunk of code for data access so that it used the Data Access Object design pattern as the previously written code in my mind was very repetitive and wasn’t designed optimally. I should have asked the original coder first who wasn’t happy with what I had done after all the time spent on it, and undid my changes. That’s why you’ll find a couple of unused files in the project, namely, AbstractDAO, DAOFactory, DeveloperDAO, and SQLServerDAO.

I created the original basic Main Menu and then the form for Viewing, Adding, Editing and Deleting Developers. The Developer form was redesigned a few times as my original design used a format that I found on a YouTube video. I later sat down and spent an hour drawing on paper the design of each form so that it would cater for all the functionality it required. Once I’d done this I could properly visualise how everything would work together.

The Developer Iteration Report was a real challenge. I had to do a lot of searching on how to get it done, and then there was a lot of fine tuning to get everything just right. Wrapping text was quite tricky and after many hours of searching and trying I was happy with how it turned out. This report was written iteratively, whereby I slowly added functionality all into one big method. I then redesigned it and split it up into smaller methods where there was repetitive code. This progressive method led to well developed code that could be improved in the future.

It was difficult to use agile practices as we were all working on the project independently. If it was timed earlier in the course it would have been possible to do some pair programming but as most of the work happened during swot vac and exam weeks it didn’t happen. I did make an effort to try and make my code as modular as possible so that any re-writes later down the track were easy to do. My method names and variables were clear, and my comments would assist when someone else looks at my code.