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## Final Report for CYtinerary

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Group RR3

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Time for reflection! The purpose of this document is to capture student experiences – both positive and negative – during the semester long team project. What are the key events that are to remembered? What are the key lessons that you learnt that you can carry over to future projects. Think back starting from the time the teams were assigned, then project proposals were made, screenshots developed, requirements, architecture, framework demo, test plan, and finally the demo. **What would you do different if you were assigned the same team and the same project again?**

Each team member is to record his/her thoughts on a separate page. Thanks!

Note that you are NOT limited to a page.

### FOCUS ON LESSONS RELATED TO

1. Working in a TEAM
  2. Software Development processes
  3. Technical Issues
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### WHAT WENT WRONG

The server-side, Jinwoo Kim and Sang Ho Lee, was newbie for Spring Boot software. Moreover, every software, Postman, Filezilla, git, and so on, was first time except for MySQL so that it was hard to get used to them. It led server-side to errors, especially git. Git was a difficult problem to get used to including CI/CD, Issues, Milestones. Sometimes, Git messed up server-side project because of push/pull issue so that server members had to work on again on the same demo.

### WHAT WENT RIGHT

File uploading/downloading function went right. Server-side made another controller for file uploading/downloading using the existing controllers. There was a lot of materials that server-side needed to learn, but the process brought members a lot of fun. It was interesting to see that a file is uploaded to the server and was able to be downloaded.

### LESSONS LEARNT

- Team Work

Team met every Tuesday and used GroupMe app to schedule and communicate for the project. The most important thing was to manage time altogether and start a demo early as much as possible. Server-side met everyday and talked about a demo frequently and it led a good result.

- Technologies use

From technology use, the most important thing was to ask a TA to get helped earlier. There was an issue that server-side started a demo late and got stuck on a demo. Server members needed to get helped by TA, but there was no time so that it was in hurry. Eventually, members got helped by TA, but there was not enough chance to test it in many times.

- Processes (Reqs, Design, Coding, Debugging, Testing)

Lesson in processes provided me decent knowledge about Google study. Most of works were helped by Google self-study. Every time I got stuck on an error, Google was the saviour and it help me to get through.

## **CONCLUSION**

File uploading/downloading and direct message function were the key events that are to remembered. Those functions consumed a lot of time and provided huge errors. In future, the most important thing to carry over to next project is time management. Even though there are a lot of exams and programing from other courses, I pushed some of demos after the other homework and it led me to be in hurry. If I am assigned in the same team and same project, the first thing I will do is scheduling and meeting every week.