

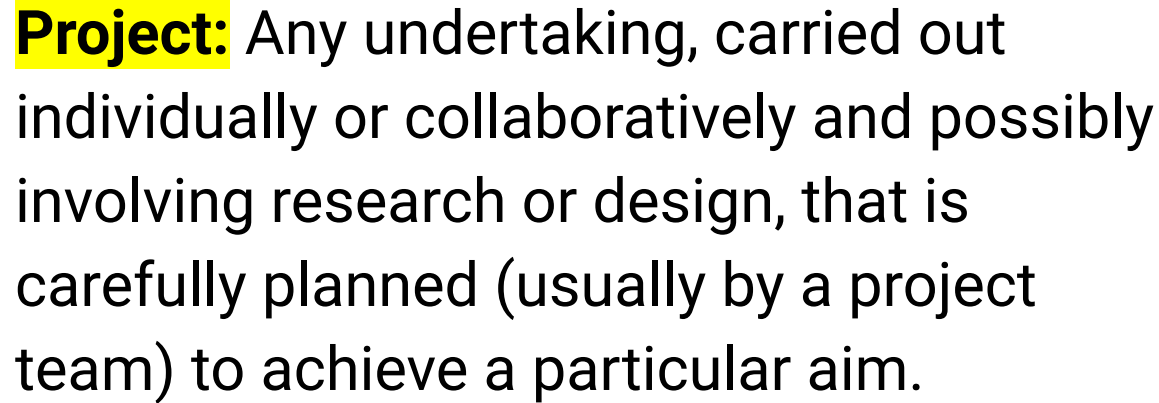
Coding Boot Camp

Module 07





What is a project?



Project: Any undertaking, carried out individually or collaboratively and possibly involving research or design, that is carefully planned (usually by a project team) to achieve a particular aim.

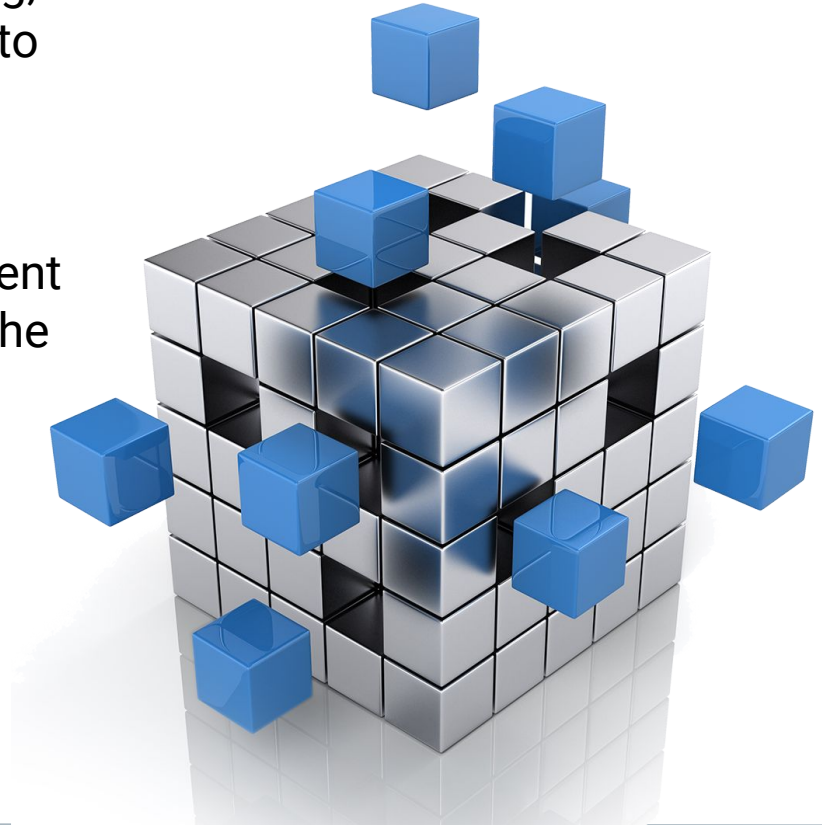


How do we carefully plan a project?

Project Management

The practice of initiating, planning, executing, controlling, and closing the [work](#) of a [team](#) to achieve specific goals and meet specific success criteria at the specified time.

The primary challenge of project management is to achieve all of the project goals within the given constraints.





What is the definition of *agile*?

agile [aj-uhl, -ahyl]

01

Quick and well-coordinated in movement; lithe: an agile leap.

02

Active; lively: an agile person.

03

Marked by an ability to think quickly; mentally acute or aware: She's 95 and still very agile.



What is agile software development?

Agile Software Development

Agile software development is an iterative approach to [software development](#).



Agile Software Development

Agile Ceremonies

01

Daily Standup - Scrum

02

Story Grooming - Sprint Planning

03

Demo

04

Retrospective - Retro

Agile Software Development

Story Grooming

Projects / Outbound / Aqua board

Backlog

Q [Avatar] [Avatar] Only My Issues Recently Updated

▼ Aqua Sprint 10 9 issues

09/Jun/20 10:25 AM - 16/Jun/20 10:25 AM

9 16 0 Linked pages 0 ...

VERSIONS [Avatar] [Avatar] ...

EPICS

■ Increase code coverage for TOM UI [Tech Debt]	In-Store Picks	OUTBND-1035	↑	5
■ Include MFC local time vs. UTC timezone toggle		OUTBND-1244	→	5
■ Investigate how we GET WO and PL logic is currently working	In-Store Picks	OUTBND-1284	→	-
■ If authentication fails, send user to log in screen	In-Store Picks	OUTBND-1281	→	2
■ Page visibility API	In-Store Picks	OUTBND-1282	→	3
■ Create unit tests for Decanting UI	Decanting UI	OUTBND-1239	↑	5
■ Remove option to "close PL" if PL is in status = COMPLETED or INCOMPLETE	In-Store Picks	OUTBND-1279	→	1
■ Change message when closing PL if it is past the MFC cutoff time	In-Store Picks	OUTBND-1276	→	2
■ Change "Pick by" to "MFC cutoff"	In-Store Picks	OUTBND-1277	→	1

Backlog 14 issues

Create sprint ...

■ Create toggle to display only current vs past PLs	In-Store Picks	OUTBND-1278	→	5
■ Allow to select multiple statuses in the PL summary bar	In-Store Picks	OUTBND-1265	→	3
■ Increase unit test coverage in ISPS BFF layer	In-Store Picks	OUTBND-1280	→	-
■ Add authorization check on all TOM API calls to insure the user is authorized to conduct the operation from a given locationID	Decanting UI	OUTBND-1195	→	5
■ [TOM] Add pagination to the Picking List screen	ISPS 1.0 In-Store Picks	OUTBND-1022	↑	-
■ [TOM] Add 'change location' option to top nav drop down	ISPS 1.1 In-Store Picks	OUTBND-842	↑	-
■ Missing "This product is not fulfillment ready" message	Decanting UI	OUTBND-1008	→	-
■ Improve code coverage in /client		OUTBND-1179	→	-
■ PO with 0 products left is shown when edit added product added to the tote - Leads to over-decanting	Decanting UI	OUTBND-1081	↑	-
■ Issue with max qty and selecting PO when there are added the same products in different slots	Decanting UI	OUTBND-1017	→	-
■ Improve pass from legacy to new TOM		OUTBND-1072	→	-
■ Update auto refresh of TOM		OUTBND-1147	→	-
■ [ISPS] Refresh action menu option		OUTBND-1148	→	-
■ Remove Vendor ID from Decanting UI		OUTBND-1151	→	-

+ Create issue

Agile Software Development

Retro

The screenshot shows the FunRetro web application interface for a retrospective session. The top navigation bar is blue and contains the FunRetro logo, a search bar with the text "Filter your cards", a "Sort: order" dropdown, and links to "Dashboard" and "Layout". Below the navigation bar, the main content area is titled "Profile UI" with a subtitle "Set the context of the retrospective here...". To the right of this title is a "vote sta" link with an eye icon. The main content area is divided into four columns, each with a header and a list of cards. The first column is titled "What went well - reinforce" and contains six green cards. The second column is titled "Slowed us - Could be improved" and contains five orange cards. The third column is titled "Slowed us - Need to stop!" and contains two pink cards. The fourth column is titled "What can we improve? / Action Items" and contains two blue cards. Each card has a title, a small icon of a person, and a set of three icons (a thumbs up, a speech bubble, and a thumbs down) with numbers next to them. The cards are arranged in a grid-like fashion, with some cards having a plus sign in the top right corner, indicating they can be expanded or moved.

FunRetro Filter your cards Sort: order Dashboard Layout

Profile UI Set the context of the retrospective here... vote sta

- What went well - reinforce**
 - Señorita Bread! and Munchkins
 - Would you like some Tealium with your munchkins??
 - New pipeline... in the pipeline!
 - Sprint planing only 4 points off planned work.
 - Order history UI coming along
 - successfully developing multiple things at once: pipeline, tealium, order history, forgot password flow, etc
- Slowed us - Could be improved**
 - Ecom workspace
 - OIDC discussions over multiple level
 - Optimizely access has been taken away
 - tealium strategy can be more organized
 - Prod deployment is hit and miss
- Slowed us - Need to stop!**
 - Legacy Ecom...
 - Renato and Meg are still gone
- What can we improve? / Action Items**
 - Mark should contact Bob and get included in Profile UI related architecture discussions. Owner: Mark
 - Scope definition added to Epics

Agile Software Development

Deliver Value

Teams deliver value to their customers faster by working incrementally rather than working towards a big launch.

Respond to Change

Teams improve and respond to change by continuously evaluating project plans, requirements and user needs.



What is iterative development?

Iterative and Incremental Development

Working software is the primary measure of progress

The Agile Manifesto: The Four Foundational Values

Individuals and interactions	over	Processes and tools
Working product	over	Comprehensive documentation
Customer collaboration	over	Contract negotiation
Responding to change	over	Following a plan

Iterative and Incremental Development

Working software is the primary measure of progress

Not like this...



...instead like this!





What is an MVP?

Minimum Viable Product

A product with just enough features to satisfy early customers and provide feedback for future product development

Minimum Viable Product:



Product Vision:





How do we determine our MVP?

Determining a Minimum Viable Product

Ask Questions!



Who is your audience?



What is the problem that the product will address?




How does the product solve that problem?



What is a user story?

User stories



As a <type of user>

Who are we building this for?

AS A marketing analyst



I want <some goal>

What is the user trying to achieve?

I WANT to see referral traffic




(so that <benefit>).

Why do they want to achieve this?

SO THAT I can convert more leads


User stories



As a <type of user>

Who are we building this for?

AS A marketing analyst



I want <some goal>

What is the user trying to achieve?

I WANT to see referral traffic




(so that <benefit>).

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User stories



As a <type of user>

Who are we building this for?

AS A **marketing analyst**



I want <some goal>

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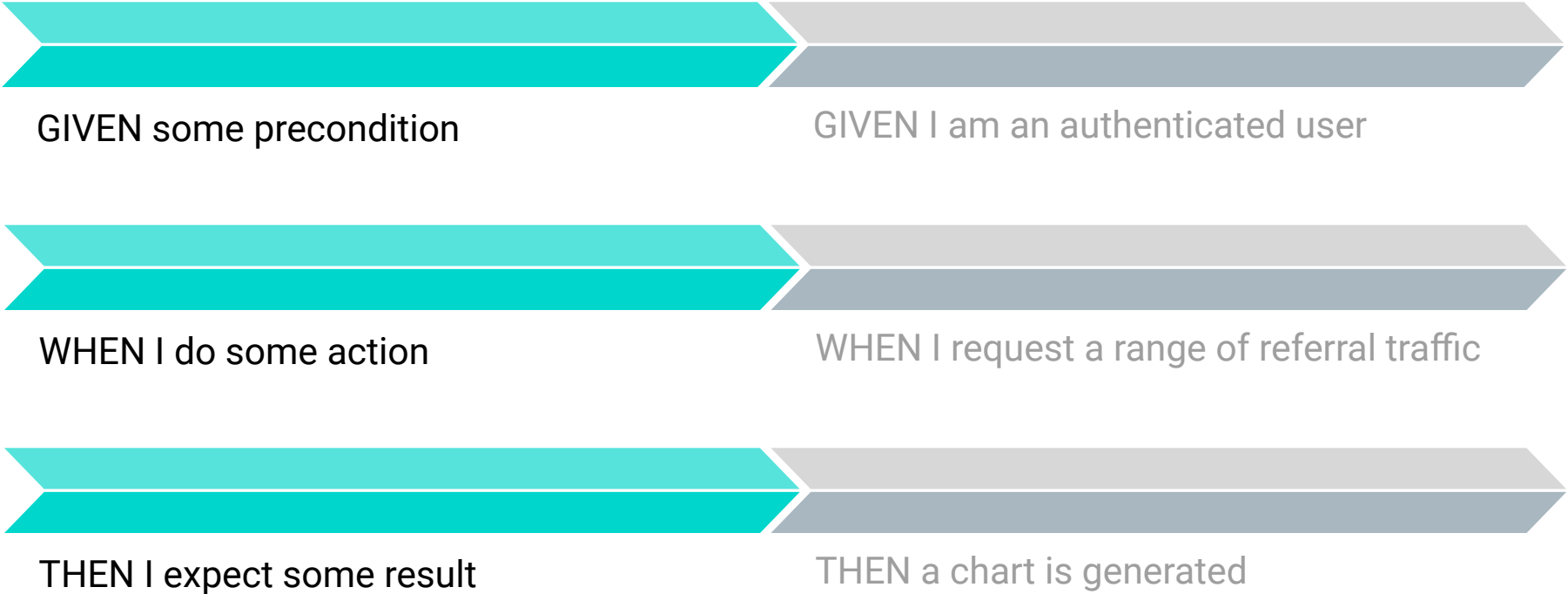
Why do they want to achieve this?

SO THAT I can **convert more leads**



What is acceptance criteria?

Acceptance Criteria



GIVEN some precondition

GIVEN I am an authenticated user


WHEN I do some action

WHEN I request a range of referral traffic

THEN I expect some result

THEN a chart is generated

Acceptance Criteria



GIVEN some precondition



GIVEN I **am an authenticated user**



WHEN I do some action



WHEN I **request a range of referral traffic**



THEN I expect some result



THEN a **chart is generated**







What is an Issue?

Issues

Use issues to track ideas, enhancements, tasks, or bugs for work on GitHub.

Audit and update requirements #36

 Open  Bookmark  Pre-release · octocat opened this issue a minute ago · 0 comments



octocat commented a minute ago

Let's make sure to audit and update these requirements.

octo-repo/lib/linguist.rb
Lines 1 to 9 in 1693d33

```
1  require 'linguist/blob_helper'
2  require 'linguist/generated'
3  require 'linguist/grammars'
4  require 'linguist/heuristics'
5  require 'linguist/language'
6  require 'linguist/repository'
7  require 'linguist/samples'
8  require 'linguist/shebang'
9  require 'linguist/version'
```



Instructor Demonstration

GitHub Issues



Student Activity: User Stories

User stories help provide context for a development team and their efforts moving forward

Suggested Time:

5 minutes

Student Activity: User Stories

In a markdown file or with a pen and piece of paper, create a user story for a mock persona using one of the following prompts:

01

A web application that keeps track of a company's payroll.

02

A mobile application that finds nearby restaurants.

03

A reminder app that keeps track of important tasks.

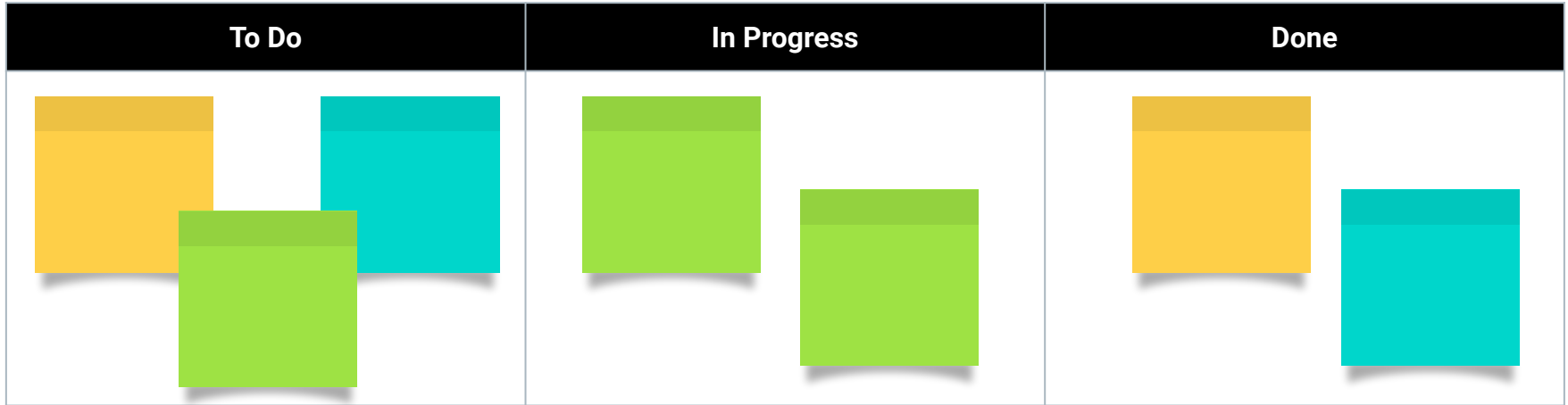


What is kanban?

Kanban

Kanban is a project management tool that visualizes work through cards representing User Stories or Issues.

In their simplest form, Kanban boards are broken into three columns:



Cards begin in the To Do column and are moved from left to right as work is started and completed.



Instructor Demonstration

GitHub Projects



Student Activity: GitHub Projects

Kanban boards help developers visualize work and keep track of the status of issues.

Suggested Time:

10 minutes

Student Activity: GitHub Projects

01

Navigate to github.com and create a repository.

02

Create a new Github project.

03

Create a card called "Create landing page" and move it from the "Backlog" column to "In progress".

04

Create a GitHub Issue called "Fix broken button" and attach it to your new project.



What is daily scrum?

Stand-Up Meetings

01

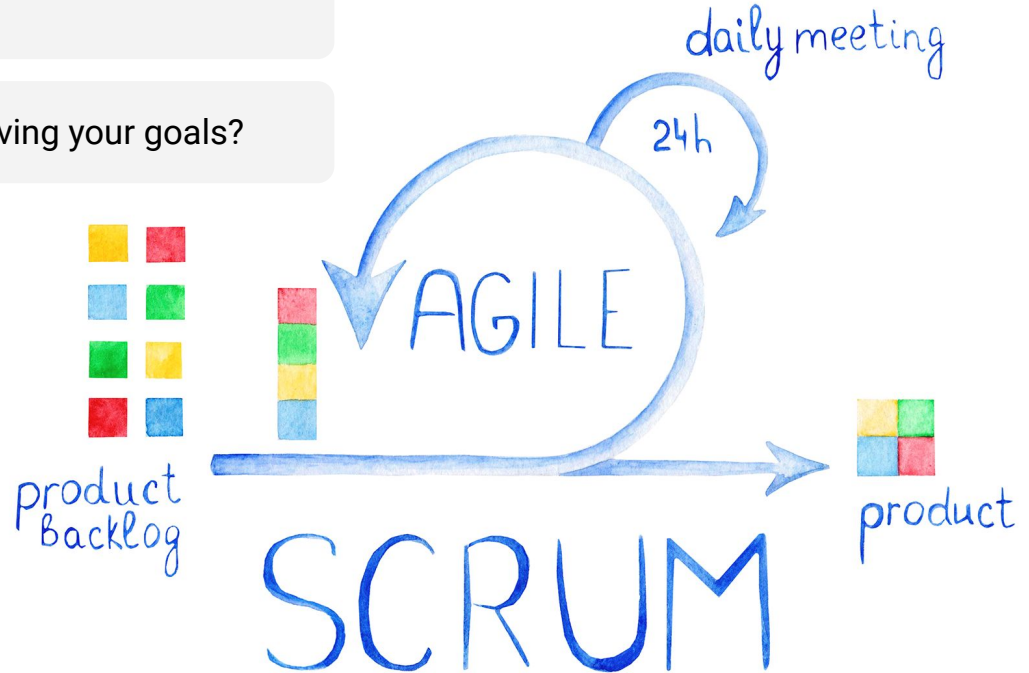
What was accomplished?

02

What are your goals?

03

Are there any obstacles to achieving your goals?



Daily Standup

Projects / Outbound / Aqua board

Aqua Sprint 10

☆ ⌚ 4 days remaining Complete sprint 🔗 ⋮

🔍 👤👤👤 Only My Issues Recently Updated

TO DO	IN CODE	IN CODE REVIEW	DONE
<div><div>Investigate how we GET WO and PL logic is currently working</div><div><div>In-Store Picks</div><div>📌 - -</div><div>OUTBND-1284</div></div></div>	<div><div>Increase code coverage for TOM UI [Tech Debt]</div><div><div>In-Store Picks</div><div>📌 ⬆️ 5</div><div>OUTBND-1035</div></div></div>	<div><div>Include MFC local time vs. UTC timezone toggle</div><div><div>📌 - 5</div><div>OUTBND-1244</div></div></div>	
<div><div>If authentication fails, send user to log in screen</div><div><div>In-Store Picks</div><div>📌 - 2</div><div>OUTBND-1281</div></div></div>			
<div><div>Page visibility API</div><div><div>In-Store Picks</div><div>📌 - 3</div><div>OUTBND-1282</div></div></div>			
<div><div>Add authorization check on all TOM API calls to insure the user is authorized to conduct the operation from a given locationID</div><div><div>Decanting UI</div><div>📌 - 5</div><div>OUTBND-1195</div></div></div>			
<div><div>Remove option to "close PL" if PL is in status = COMPLETED or INCOMPLETE</div><div><div>In-Store Picks</div><div>📌 - 1</div><div>OUTBND-1279</div></div></div>			
<div><div>Change message when closing PL if it is past the MFC cutoff time</div><div><div>In-Store Picks</div><div>📌 - 2</div><div>OUTBND-1276</div></div></div>			
<div><div>Timezone toggle should also change the notifications times</div><div><div>In-Store Picks</div><div>📌 - -</div><div>OUTBND-1287</div></div></div>			
<div><div>Change "Pick by" to "MFC cutoff"</div><div><div>In-Store Picks</div><div>📌 - 1</div><div>OUTBND-1277</div></div></div>			

Project Timeline

First Day of Unit 07

- Divide into groups.
- Write a user story.
- Create a wireframe.
- Create a user flow diagram.
- Submit project proposal for approval.

Units 07–08

- Continue project development.
- Prepare for presentations.

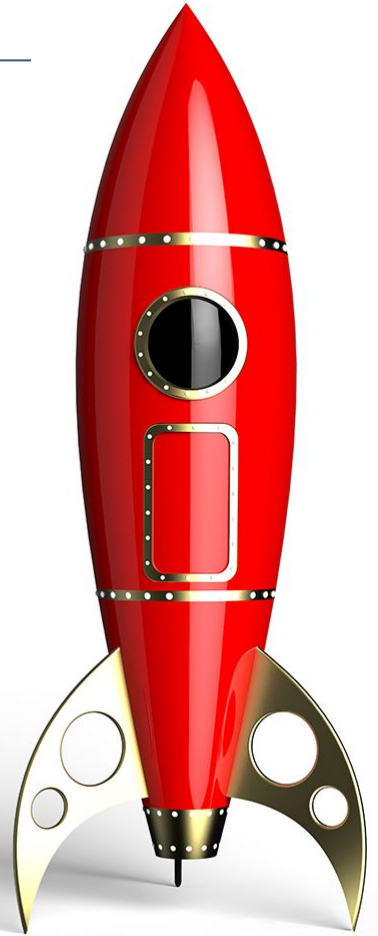
Last Day of Unit 08

- Give presentations!

Get Professional

Projects are portfolio pieces

Use Project Week as
an opportunity to push
yourself and prove
what you know.



Project Requirements

01

Must use at least two server-side APIs

02

Must use a CSS framework *other than* Bootstrap

03

Must use client-side storage to store persistent data

04

Must have a polished UI

05

Must meet good quality coding standards (indentation, scoping, naming, etc.)

06

Must NOT use alerts, confirms, or prompts (look into *modals*).

07

Must be deployed to GitHub Pages

08

Must be interactive (i.e: accept and respond to user input)

Presentation Requirements

You will be responsible for preparing a formal, 10-minute presentation that covers the following:

Elevator pitch	A one minute description of your application
Concept	What is your user story? What was your motivation for development?
Process	What were the technologies used? How were tasks and roles broken down and assigned? What challenges did you encounter? What were your successes?
Demo	Show your stuff!
Directions	For Future Development
Links	To the deployed application and the GitHub repository

Grading Requirements

Your project will be evaluated on the following:



Technical Acceptance Criteria



Concept



Deployment



Repository Quality



Application Quality



Presentation



Collaboration

API Suggestions

Stick to APIs that do all of the following:



Allow cross-origin resource sharing (CORS)



Require simple or no authentication



Return a JSON response



Are well-documented



For a list of free APIs see: [API Resources Blog Post on Full-Stack Blog](#)

Project 1 Groups

Team 1 -

Isaiah, Jesse, Jonathan C, Nathaniel

Team 2 -

Dalia, David, John, Sam, Sofia

Team 3 -

Jing Wu, Jordy, Robert, Tyler

Team 4 -

Adrian, George, Givo, Jeremy, Sidd

Team 5 -

Christopher, Jonathan G, Jordan, Michael, Terry

Team 6 -

IE, Joseph, JR, Rances, Xavier

Team 7 -

Jorge, Mariah, Max, Tri

Team 8 -

Damek, Heather, Navy, Paige

Project 1 Groups

Team 1 - **The Go GITers**

Isaiah, Jesse, Jonathan C, Nathaniel

Team 2 - **The Lazy Loaders**

Dalia, David, John, Sam, Sofia

Team 3 - **rm -rf the_competition**

Jing Wu, Jordy, Robert, Tyler

Team 4 - **We Deserve Arrays**

Adrian, George, Givo, Jeremy, Sidd

Team 5 - **The Hyper Texters**

Christopher, Jonathan G, Jordan, Michael, Terry

Team 6 - **The Four Loopers**

IE, Joseph, JR, Rances, Xavier

Team 7 - **The Rushin' Hackers**

Jorge, Mariah, Max, Tri

Team 8 - **The Internet Explorers**

Damek, Heather, Navy, Paige

Today's Project Checklist

Create a one page proposal that contains the following:



Project title



Project description



User story



Wireframe or sketch of the design



APIs to be used



Rough breakdown of tasks

Questions?

