

CS4530 | Fundamentals of Software Engineering Final Presentation Group 508

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PRESENTATION OVERVIEW



01 DEMO

02 HIGH-LEVEL ARCHITECTURE

03 INTERESTING CODE SNIPPET

04 REFLECTION

05 CONCLUSION



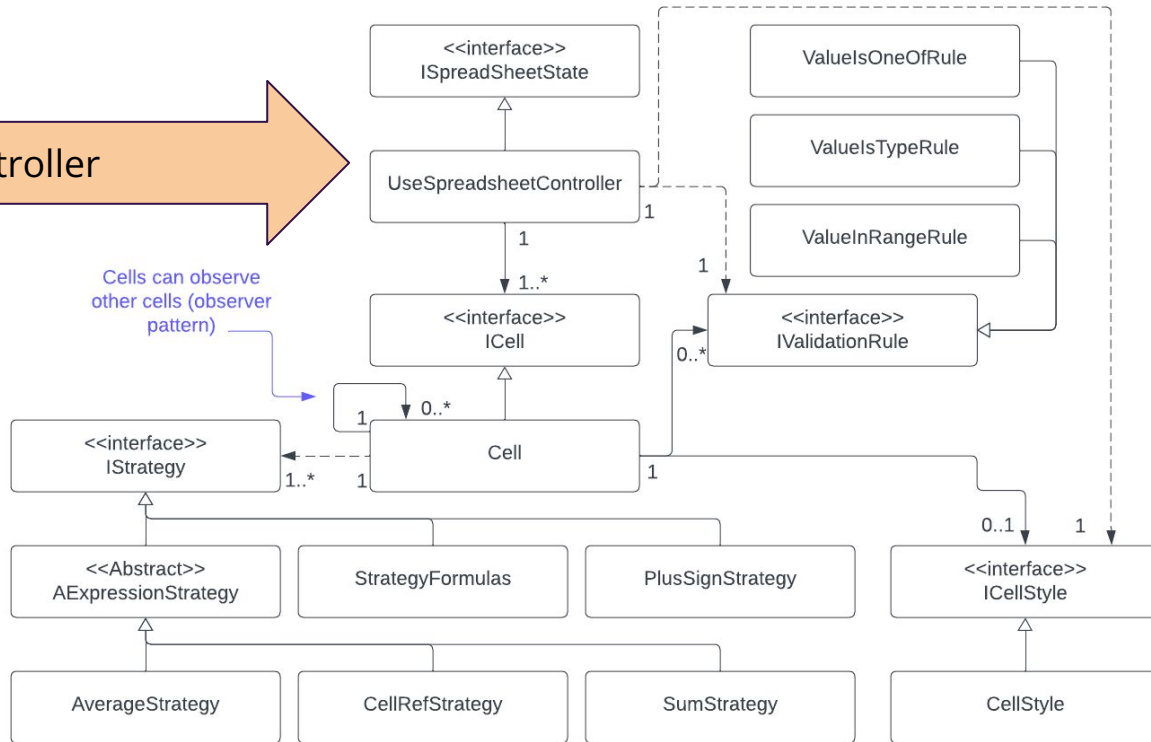
DEMO TIME...

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ARCHITECTURE AND DESIGN PATTERNS

Controller

Model





“STRATEGIES”

OUR INTERESTING CODE SNIPPET

POINTS OF REFLECTION

01 DESIGN

- Airtight design before implementation → web of functions with changing needs
- Easier to restructure earlier

TESTING 02

- Continuous integration would have been a major help
- Better development of testing earlier on would have saved time running and fixing tests at the end

03

TEAM COLLABORATION

- Learning how to manage multiple people working in parallel
- Maintaining a procedure for how we push features
- Organization of branches, maintenance of branches to avoid merge conflicts



THANK YOU!

PLEASE FEEL FREE TO ASK QUESTIONS!

