Presentation review of Team 5 by Team 3

Koushik Kannepally s2925877
Oebele Lijzenga s1954385
Tommy Lin s1840932
Jordy van der Poel s2692937

June 21, 2022

Skill S1

Score: +

1. Good: elaborate class diagram provided

2. Good: design choices (like the representation of the patches) motivated

3. Improvement: could motivate high level design (packages) a bit more

Skill S2

Score: +/−

1. Good: Describes the minimum requirements.

2. Improvement: Elaborate more on how work was prioritized and divided.

Skill S3

Score: +/−

1. Good: pipeline builds the code of the project.

2. Good: pipeline runs tests on the code.

3. Improvement: could make more use of the possibilities, such as analysis.

4. Improvement: Elaborate more on why packaging into a jar has added value to your project (Explain for any other action than mentioned below in minimum requirements how this action contributes to the development process and the quality of your code.)

Skill S4

Score: $+/-$

1. Good: (most) tests written before writing code

2. Good: over 80 percent coverage

3. Improvement: Report mentions what can be improved, this can be done before final deadline.

Skill S5

Score: $+/-$

1. Good: twin team tests succeed

2. Improvement: give example of how the adapter pattern was applied

Skill S6

Score: $+/-$

Good: 4 patterns implemented and explained

Good: application of design patterns make sense

Improvement: page limit exceeded

Improvement: Opening paragraph mentions three patterns in diagram, but an extra pattern was used later in the project for adapting. Could mention this as well.

Skill S7

Score: $+/-$

Good: Refactoring is done to improve maintainability for units

Improvement : Can include the System and Module level maintainability since the project report instructions mentioned to document atleast one metric in each level of maintainability

Skill S8

Score: $+$

Good: useful refactoring with measurable improvement.

Good: refactor steps (more than five) done in separate commits.

Skill S9

Score: +

1. Good: Use of TRAFFIC terminology.

2. Good: Describes the failure, infection, defect and steps taken clearly.

Skill S10

Score: +/−

1. Good: Elaborates on almost every skill how it helped.

2. Improvement: Some skills (Design Pattern S6, Debugging S9) are missing