

HOMWORK 5

1. Identify your pair programming partner
 - Nihir Patel
2. Identify the user story you implemented alone
 - The user story I implemented was - **US06 - Divorce before death – Divorce can only occur before death of both spouses.** (I completed US10 – **Marriage after 14 - Marriage should be at least 14 years after birth of both spouses (parents must be at least 14 years old)** - with my pair programming partner.)
3. Describe your experience working alone on the user story: how long did it take to implement and test the story
 - I usually like working alone so I completed user story - 06 in a reasonable amount of time. I implemented two user stories before completing this one and I knew where to exactly look in my code and what to do, to implement this user story. It took me around 30 minutes to implement the story and testing it took around 10 minutes. So overall, it took around 40-45 minutes to complete the whole work.
4. Describe your experience working with a pair programming partner on the other user story: how long did it take to implement and test the story?
 - This was my second time where I tried pair programming (one was in class exercise). I actually knew how to switch roles and what to expect from my partner. However, it took around 10-15 minutes initially to explain the user story to the pair partner. After that, it went pretty well where we implemented the user story in 45 minutes and tested it in like 5 minutes as it was automated testing. So overall, it took around 60 minutes to complete user story with my pair programming partner.
5. Describe the advantages and disadvantages for you and your teammate while pair programming. What worked well and what didn't work well?
 - **Advantages:** You can get ideas to implement the work/user story. The quality of the code can eventually be improved thereby giving a better performance. You can save time if you are stuck at an error because your pair partner can help you solving that. Less frustration and feeling less workload can be major advantages.
Disadvantages: You have to manage time with your partner and you, and your pair partner have to agree with the time management. If one has time to implement the story still, they can't as they have to wait for their partner. Also, it becomes difficult to work in the same environment if one of the pair partners is not comfortable with that environment and sometimes it also creates distraction from work.

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Things which went well: Work became easy as you have two people putting ideas and efforts to implement the same thing. The way to implement the story (online/in person) was easy to decide and manage. Communication was very good, and implementation was faster than expected.

Things that didn't work well: We had issues with the time management, but we figured it out. It's feels like more work, to explain the user story to the pair partner when he doesn't know what to implement. Preparing your partner and filling the knowledge gap is kind thing where we lost few of the time and we could have work better with that.

6. Would you recommend pair programming? Why or why not?

- Yes, I do recommend pair programming because it help to increase the quality of the story and also makes it easier when two people are thinking on the same problem.

7. Will you use pair programming on future GEDCOM user stories? Why or why not?

- No, I will not use pair programming on future GEDCOM user stories because even if it helps to increase the quality of work it creates a problem with time management. It takes lot of efforts to schedule timing with the one you pair and sometimes you have free time and you cannot implement user stories just because you are bond with the partner, and he/she might not available. Also, if your partner is not prepared then it becomes more difficult to take him/her along with your work and pace.