November 30, 2023

|  |  |
| --- | --- |
| A magnifying glass over a box  Description automatically generated    INVENTORY CONTROL SYSTEM lessons learned & final thoughts | Luis Cortes, Rabia Mehdi, Kegan Oyeronbi  CIST 2931: Advanced Systems Project |

# lessons learned & Final thoughts

This project taught us a lot about not only coding a project but also project management. It was a wonderful look into the other side of the curtain, where instead of only creating what we are told to, but to also plan what is going to be created and the how of that project’s completion. Creating charters and test plans was fascinating after only working on piecemeal code solutions for our other courses for the last two years.

One of the bigger takeaways from this project was learning when it is time to pivot away from a failed idea. For the first two weeks of this project, I insisted on using maps to define the inventory system, as I had used it for another project with a much simpler backend. After trying and failing to use maps for what was blatantly the job of a SQL database, I finally relented and started to find the solution with SQL. This was a great learning experience, as it is especially important to know when an idea for a project has failed, and how to pivot from that failure and meet deadlines.

This project was also a great resource for more closely using SQL and weaving it into a fully functional java project. Our courses hardly touched upon SQL integration, and as it is a massive part of most CRUD (Create, Read, Update, Delete) applications, this is a very important skill to have.

Another great learning moment was working online with a diverse team. Working with a team that has different schedules and different backgrounds was interesting to make work, but it is a good introduction to the modern workforce, as many teams are moving towards a more remote model.