|  |
| --- |
| Aston University |
| Personal Coursework Project Report |
| By Nkosi Garcia |

|  |
| --- |
| Undergraduate Number: 160138186  Candidate Number: 123161 |

# Introduction

The contents of this report will take a brief look at the contributions to the group project that has been made by myself, Nkosi Garcia. It will start by the group’s allocations of task, and collaborations on tasks allocated, if any. How and why these tasks where allocated to certain individuals, and how the project concluded.

# The Project

The group was randomly allocated in part – emphasis on in part - this gave us the need to review the strengths and weaknesses of ourselves, in terms of the topics that are understood best by each candidate. This was done on our first group meeting, which included all of the colleagues within the group. The outcome for me was the allocation of the graphical user interface, done in collaboration with another candidate: Tom Woodcraft.

At first the graphical user interface task allocation was meant to be done in two parts – each of us (myself and Tom) would be allocated one of the two parts: the front end of the graphical user interface dealing with the look and layout, as well as the creation of the event listeners, or optionally the back end, which would deal with how the inputted data would be dealt with throughout the program with the help of the event listener capsules. This plan was scrapped as it was in the group’s best interest, given the period time given for the project, to have both heads works on the GUI in its entirety – this would of course produce the highest quality GUI that we can produce with our current skill set.

Continuing, the first step of the GUI was planning. Tom and I thoroughly scanned through the assignment documentation given to us to ensure that we understood what was needed from us, as the GUI contributors of the group. After we read through it a few times, we proceeded to then conjure up what turned out to be a ‘blue print’ – the classes we needed, the relations, variables and XML diagrams – after this, we were ready to proceed. To make the creating of the GUI as time efficient as possible, we decided to go ahead and part temporarily – Tom would do the back end development, I would do the front end – and we would eventually come together to use the Action Listeners of the JComponents as the ‘mid-end development’ to link both of our work. I focused on the use of the JComponents and Layout managers to produce the most user-friendly, responsive, and visually appealing GUI. I created a Scroller class to promote code efficiency (re-use) and robustness – the use of this Scroller object (which extends the JSlider) would prohibit the user from choosing three tills or three pumps (which is prohibited in the assignment specifications). As predicted - the front-end and back-end where synced very efficiently via the ‘mid-end’.

# Conclusion

The candidates in the team worked in a much planned, structured fashion – meeting group-personal deadlines which were before the proposed guidance deadlines. A major reason as to why the group performed so effectively is because of our excellent communication and in-person meetings which would allow us to relay new and better ideas. My partner in the GUI was a very valuable right hand as we communicated very frequently via social media methods, and where consistently ‘on the same page’, throughout the duration of the project. The group project was an overall success ultimately because of our unparalleled cohesion and progression blueprint - it gave an insight and experience on how a professional, industry compliment, group may communicate in the real world.