ENGG1805 INDIVIDUAL STATEMENT

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The essential aims for this report is to make a summary of my personal contribute to the group project and what I learned through the group activities.

The project, ‘Pipez’, was an incomplete data-management software, and our task is to complete, fix and enhance it to commercial level, that’s what goal our team set when the project was first released.

Iteration 1

During the Iteration 1, our group hold 3 face-to-face group meetings. The first group meeting on May 6th, mainly discussed the bugs we need to fixed and make a plan for allocation. And I was be appointed of Issue 3, Issue 4, Issue 5 and Issue 6, which all involved in ‘FieldMatchPipeTest.java’. These Issues were intended to be fixed before the second group meeting on May 14th.

As the leader coder of our group, I have the responsibility to support others in my team to code properly. By working with Anthony, our project leader, we went through the project classes, noticed some bugs within, and raised the as issues, posted on the Bitbucket in week 8.

However, some problems were arose during my work, that is, I’m aware of that I don’t have enough understanding about how the ‘FieldMatchPipe’ works, and how to code with respect to ‘flag-setting’. Due to the fact that our group members are facing same problem, in week 9, I asked my scrum master, also my tutor, Ms.Tania, to get a more in-depth understanding of how the project should work, i.e. what the expected outcome should be like. With the assistance her gave me, I was able to overcome this problem, and share the solution with my team members.

Another problem is that, I realized there is a lack of knowledge about how CSV files work, like do not clear how to make changes and make scan. Therefore, I remain these problems till the second group meeting, and got suggestions among team members, which benefit me to figure out the solution and completed the work combine my own effort, before the third group meeting on May 18th. During the third group meeting, I recheck my work and pushed it on Bitbucket, and finished Iteration 1 since then.

Writing the test cases was challenging in the beginning, as I must go deep through the source code. In this case, the tests are white-box test. I have to make sure the tests go thoroughly enough to cover as much as the code possible, and if necessary, change the source code myself. To write good white-box test cases, good understanding of the source code is very important.

The problem of version control raised during the literation 1 process, I experienced the merge conflict problem in git due to different edition of project on everyone’s computer, and inappropriate pushing and pulling controls. But finally, I was able to solve this problem with help of my tutor, and the project was completed without major problem.

Iteration 2

In Iteration 2, we got our first group meeting on May 30th, and I was allocated Issue 22 and Issue 23. The problem is its make me some time to think about what new test I need to add, due to the Issue published is not really clear. Even though, I still got ideas and completed code for the knowledge about this project from the experience of Iteration 1. Finally, I got the last group meeting on June 1st, pushed my work on Bitbucket and got a preparation of the presentation.

As we went through most of the problems using git in literation 1, the ‘updating’ process was quite easy in literation 2, and we didn’t experienced many problems when submitting our code.

However, the presentation was, not as easy as expected, due to the misunderstanding of the requirement and some concepts, we had to gather and completely redo the presentation slides, which was out of expectation. But the result was satisfying.

The conclusion:

Generally, me and my team followed the SCRUM process, we gathered daily(not face to face but on internet), talked about the project, our contribution, and our next objective. This processed great help of our collaboration.

Through this time group projects, I got an improvement not only on the programming skills but also, my collaboration ability. The practice of ‘agile management’ process, in our case, ‘SCRUM’, has greatly improved my ability of group-working. By appointing different roles to our team members, and giving different tasks to fulfil those roles properly, I believe I had a new understanding of the group-working concept.

Also, this project is a great practice of what we learnt from lectures, nearly all those concepts got properly executed, for example:

We went through the SDMC methodology in our project, to find bugs, planning fix, and upcoming improvement.

We used the version control system, the Bitbucket, to record all our change and keep the project all up-to-date, and used it for issue tracking, which greatly eased us for communication.

We followed the concepts of White-box testing when designing test cases, in some pipelines , like the ‘FieldMatchPipe’, I almost coded like ‘test driven development’, since the pipeline itself was incomplete, and the information I got was mostly from the tests.

I believe those knowledge is a giant leap on my IT profession, because that’s the first time I have worked like IT professionals in society, and it instructed me how a profession IT developer should work like.