

TCSS 360 – Iteration 1

Deliverables and Iterations

During the quarter your team will work on three Deliverables: a Requirements Specification document, a Design document, and the final deliverable is a Code/Test package. You will produce the functionality of your Product in 3 iterations:

Iteration 1 - establishes the team repository and “ships” product version v0.1 with functionality for a basic application “About” screen.

Iteration 2 - your team ships product version v0.2 including unit tests and additional functionality to be defined such as data input and export.

Iteration 3 - your team ships product version v1.0 (actually your 3rd deliverable) with functionality from your Design Deliverable.

Deliverables are handed in by posting a deliverable document or file to Canvas, and also on your team website (see the teamwork page for details about team websites). It is only necessary for one team member to post the deliverable to Canvas. Iterations deliver increments of functionality in your code repository. *Please refer to the Canvas course pages for due dates and related information.*

Objectives for this Iteration 1:

The audience for this initial deliverable is me, the instructor, and the members of your team.

The assignment is intended to require very little work so keep that in mind. It has the following elements and objectives:

- A working GitHub repository and team site
- Make sure every member is able to contribute code from their personal development environment such as Eclipse, Intelli-, NetBeans, VSCode, etc.
- Accomplish a sprint on a small feature set
 - An initial application that presents a starting GUI screen.
 - An About function that shows a screen with the heading “This app is registered to:” followed by the name of the user and additionally a heading “This app provided by “ with your Team Name followed by a series of lines displayed, one line for each team member showing their name and a very short nickname or comment.
 - The About function can be triggered by an About... link or button on the starting GUI screen, and/or invoked in the style of an easter egg.

User Stories:

Here are two user stories to use for this assignment, you may find others

As a user I want to setup the app so it will have my first name and email address

As a user I want to see an About screen for the app so I can see the version number

I have a rare programming directive to implement a technical requirement; The version number cannot be hard coded in the UI – I want to see the version drawn from a constant property of an object.

Design and Development

In class we will review the user stories and discuss requirements and designs to identify the classes and methods needed. Your team will begin development for this initial set of features.

- Requirements and specifications review
- High level domain analysis to identify classes and methods.

- For each method write a brief sentence about what it does, and any preconditions or post conditions.
- Write method signatures - no code needed yet! Start with empty { }
- Create a project and commit to a GitHub repository. Verify that each team member can sync to that repository.
- Add javadoc to the methods - author, purpose, parameters, preconditions, post-conditions - share this among different team members.
- Write junit tests for the methods - verify pre/post conditions, is there a count of names and is the count verified after adding a name. Share writing methods and writing unit tests among different team members. Run unit tests and if necessary add stub code to get tests to pass.
- In turn, each team member at their own computer adds code so their own name is in the About screen, runs unit tests to make sure all tests still pass, then commits changes, and finally sends a note to the next team member by email or some agreed upon communication.

Product v0.1

Post on your project website (and one person uploads to Canvas) a document as a single downloadable PDF file that contains the following contents. Please be sure to include the team name and the full name of each team member on the first page of the document.

- A. Cover Page: Team name, membership, website url, and contact information.
- B. Screen shot of your running application with About screen
- C. Screen shot of your junit coverage.

Scoring guide for the Iteration 1

Remember this is intended to be an assignment requiring only a small amount of work.

Complete: You have captured all or almost all of the objectives and the documentation requested.

Incomplete: Failure to satisfy the main objectives of the deliverable.