

## Part 1

### Principles of Test Driven Development

1. Develop a test before coding.
2. Focused on individual developers
3. Tests individual functions.
4. Fully understand tests while developing.

*What advantages as a developer does TDD provide?*

Automation is very simple, as with certain software, unit tests can be automatically completed , so it can be seen as little different than other development styles.

*What steps do I do to implement TDD?*

Write test cases, develop tests (should fail at first), code new feature (should pass test), refactor code

*What tools or software can I use to do unit testing?*

Spreadsheet software are incredibly useful to keep test cases and methods in order, and to track if different versions of software are compliant with the unit tests. There is also software available to simulate user input to automate user tests.

## Part 2

My personal Github has been updated with all documents uploaded to canvas so far, and will have this document added after it is submitted to Canvas.

## Part 3

This week, we did finish our readmes as a part of the development team goals. I have also finished installing my development tools for working on the backend, as well as completing determining our team layout.

There wasn't much to record about our meetings this week, as little was really discussed and completed due to the transitionary point we have reached.

Jeremy Cole

## Bi-Weekly Status Report 3

**Overall Status:** On Schedule

**Summary of Project Tasking:**

Attended all meetings save for one, due to forgetting when the class meetings was—I was an hour off.

**Number of Hours:**

I believe it may have been about 10 hours total, if meeting times is included. That should amount to about 21 hours so far.

**Accomplishments:**

Number of Story Points: 2

Number of Stories: 2

Personal Velocity: Good

Project Velocity: Good

Earned Value: 1?

**Performance:** Another set of slow weeks. I look forward to this next week when we actually start development. This was mostly just prep work for this project, such as finishing readmes and sorting out development team structure.

**Challenges:**

The challenge this week was having patience to wait for others to give us—the development tools team—what we needed to finish, as well as testing the layout of the readme file to make sure no confusion was had.

**Plans:** Actually get started with development, ideally, as well as expanding on my personal folder. We'll see how development goes next week.