1. **What you learned during this process?**

Throughout this process I had learned many new things about team collaboration as well as many patterns that I did not know about that is very useful to use to build an efficient software. First, I would like to begin to talk about team collaboration, I had learn to be able to communicate effectively to my team members about our objective roles and future plans for the Software Engineering Project 2. I had also learn to adapt to unexpected changes such as an office visit with our mentor Dr. Cherry to provide our team some feedbacks for our project 2, as well as team having different time schedule, which makes it difficult at some moment in time to have a team meetup to discuss project plans. Secondly I had learn that by using the architectural patterns, it is useful to point out many problems in software engineering, like for instance, computer hardware performance limitations, software, high availability and minimization of a business risk. For design patterns, I had learned that by using it, it is the best practices that the programmer can utilize to solve common issues when designing a system or application.

1. **What software did you use to do the models in?**

I had used the “EDraw Max” software to do the models. It has tons of useful diagrams for all types of situations.

1. **Was the software difficult to learn?**

With many different varieties of diagram selection that the software has, it comes in handy with its user-friendly click, drag and drop shapes and much more features. I would say the EDraw Max software is very similar to Microsoft Word, which I am very familiar with by experience, therefore it was easy to learn.

1. **How did you like the software?**

User-friendly, very stable, easy to learn with its simple click, drag, and drop, even a 4 year old baby can learn. I like it a lot!

1. **Which models were the most difficult to create for this project?**

**I’m not pretty sure** design pattern would be a model, but for my part I would say the Composite design pattern.

1. **Which models were the easiest?**

I would say the Model View Controller Architectural Pattern, and the Facade Design Pattern.

1. **Do you feel these models would help you actually implement a system like this?**

Yes to be able to use critical thinking and the theory behind the system on how everything is organize to make a successfully working system.

1. **What models do you feel would be the most helpful during implementation?**

For my part, I would say the Model View Controller Architectural Pattern that helps gives a visual blueprint of the system on how it functions.

1. **What models would be the least helpful?**

For my part, I would say the observer design pattern. The reason is that for the ClockrBot System the Observer pattern generally don’t work too well with this kind of system, it is hard to deal with the client server.

1. **How hard was it to use Git?**

I find that Git was not too hard to learn, you just need to keep using it more and you will eventually get the hang of it, that’s pertains to anything in life.

1. **Would you use Git again or would you use some other type of version control?**

I would definitely use it again, Git is powerful and it comes in handy when doing large project with a team.

1. **Did your team see the benefit in using version control or did it just seem to get in the way?**

My team see the benefit in using the version control with the ease of tracking each person’s progress in the team on what they contribute and to be able to distribute the file without a hassle.