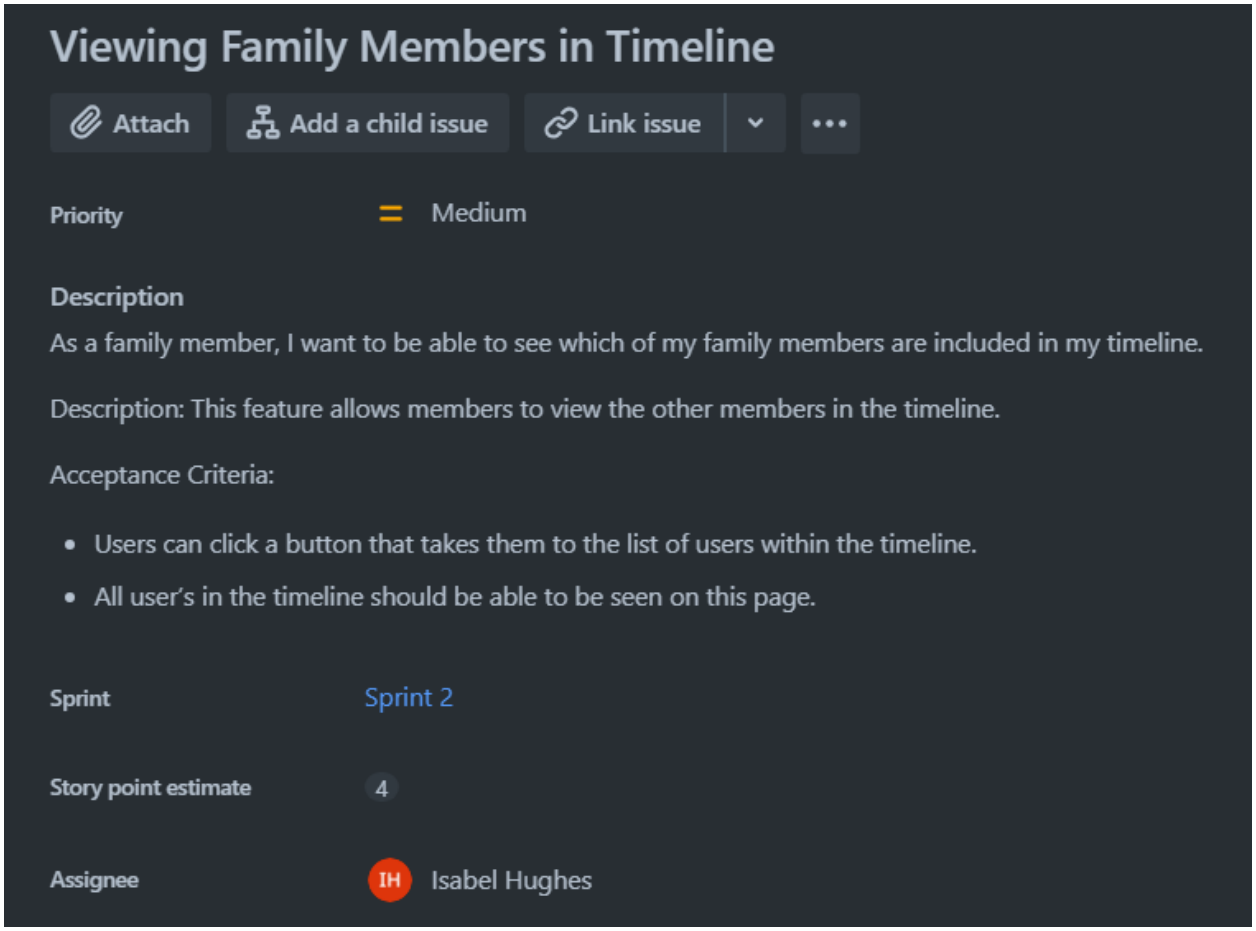
Isabel Hughes

CS 555

10/29/2023

Assignment 1 - Pair Programming

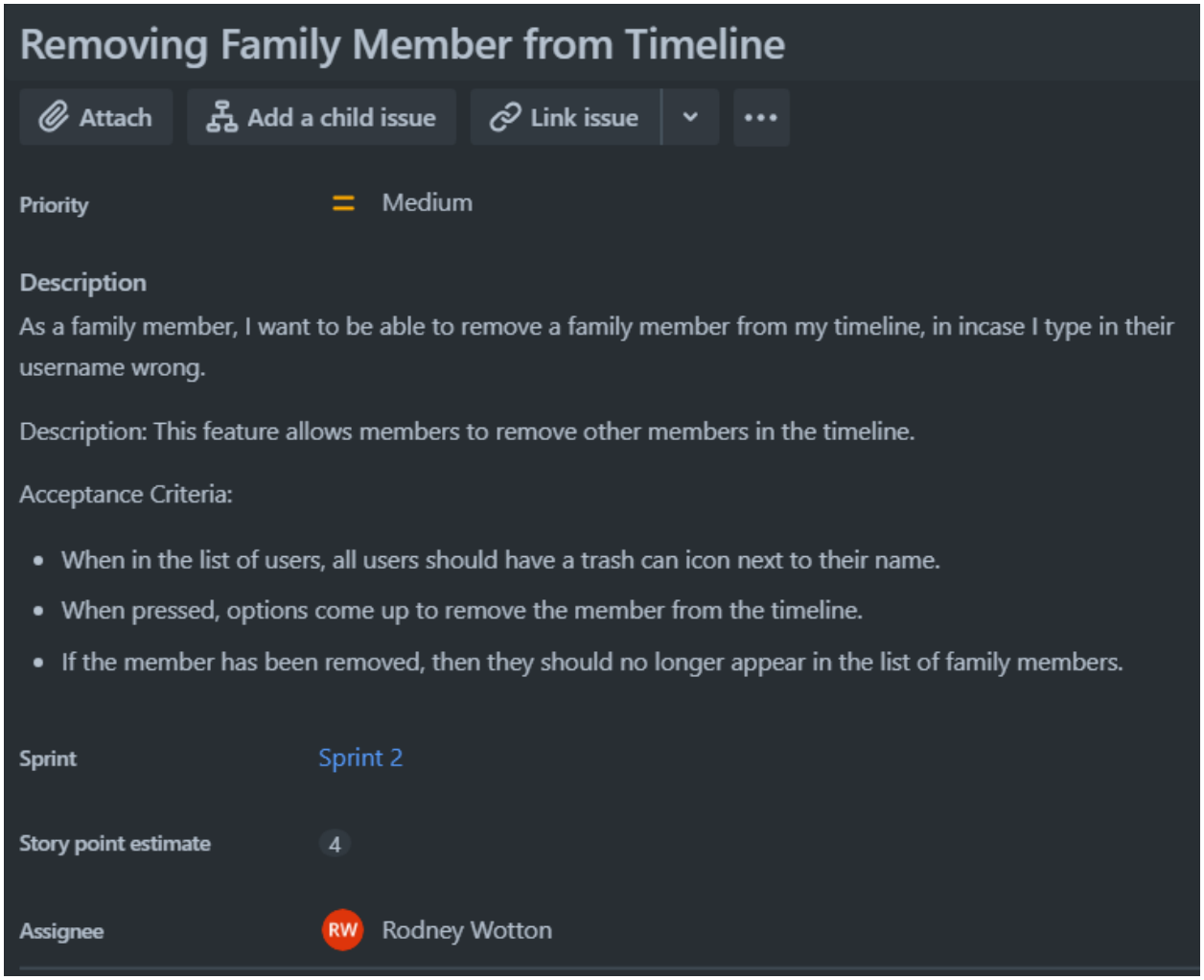
1. Identify your pair programming partner.
    a. Rodney Wotton
2. Identify the user story/task you implemented alone.



3. Describe your experience working alone on the user story. How long did it take to implement and test the story?

a. Working on this user story alone took me around 2-2.5 hours. I created the initial component and then was continually testing it as I added in more functionality. A big part of the reason it took me so long is I was struggling with showing all family members on the page. They continued to be formatted wrong or not show on the page when the “show family members” button was clicked. Another issue I ran into was the creation of the profile photos. I wanted to assign all users a generic photo at first, but after every attempt, all the accounts still lacked a profile photo. Both of these issues took me a bit of time to figure out on my own, but I feel like with a pair programming partner, I would have been more successful in completing this story without as many struggles.

4. Describe your experience working with a pair programming partner on the user story. How long did it take to implement and test the story?



a. While pair programming this assignment with Rodney, it took us about 1-1.5 hours to complete. As the initial family member page was already set up, we only had to introduce the feature to remove members from the timeline. As we are still working on database configuration, we have hardcoded users into the software, so they reappear when the website is refreshed. Working together on this assignment seemed to make work go a lot smoother, as we were actively discussing how the feature would work and what we would do to implement it. We completely remodeled the way that we uploaded all the users onto the website, and added in a few more JS styling and functions. We did run into one main issue with this

feature, which was that we wanted a pop-up to show on the page when the user was removed. No matter what, this would not work for us, as the popup would never show in the right place or be formatted correctly. As a workaround, we decided to use the built-in window confirmation to remove users.

5. Describe the advantages and disadvantages for you and your teammate while pair programming. What worked well? What didn't work well?
    a. While we programmed, we were working in person together, which worked well. I felt if we had worked together on Zoom, it would have been harder to interact with one another's code or point out where we wanted someone to edit. Another advantage is that we finished a lot quicker than if Rodney had worked the story on his own. With the issue we ran into with creating a pop-up, attempting to fix it may have taken longer if only one person was working on it, as we were bouncing back and forth ideas to try and solve the problem. Working together, we produced a feature faster and problem-solved better. One disadvantage we noticed was feeling stuck in our positions of driving and navigating. I felt very confident in my position as the driver as I code frequently, whereas Rodney was amazing at problem-solving as the navigator, but is not as familiar with JS syntax as I am. When we would switch from those positions, we seemed to struggle with more errors and directions that we should take next. We did not face any other disadvantages though, and it overall worked very well for us.
6. Would you recommend pair programming? Why or why not?
    a. I would recommend pair programming because I think it's a very effective way to complete stories and be more confident in the features that I am producing. Both

members can check for errors within the feature, which can prevent running into bugs later on in the project. This also made us more focused while we were working. Working on my own, I tend to be more distracted by my surroundings, and often get up and walk around. Working together, we were more motivated to get the work done, and it was harder to get sidetracked when we were collaborating to produce a product. Overall, pair programming worked very well, but it also makes sense that there are stories that would be worked on better alone, as two people working may not be needed.

7. Will you use pair programming on future user stories? Why or why not?
    a. While I may not utilize pair programming on all future user stories, I believe that it will be helpful in a majority of the features we are aiming to complete. As we are limited to a shorter timeline, we have less time to resolve bugs and less time to complete our features. By pair programming, we could complete features in a smaller time frame, error-check our code for bugs, focus better, and learn new things from each other. With all of these benefits, we would be able to produce more features in later sprints and possibly finish our project earlier than expected. At the end of Sprint 1, pair programming was something that we discussed implementing, as some of our team members ran into a lot of bugs working individually. Hopefully, by employing this strategy within our team, we can produce a higher quality product that we are happy with and spend less time dealing with bugs.