**When and Where: Role**

**Date**: 04/12/2024 **Primary Facilitator**: Andrew

**Start:** 4:00 PM **Timekeeper:** Colt

**End:** 4:51 PM **Minute Taker:** Monikrishna Rayala

**Place:** Discord Project Channel **Attending:** Monikrishna, Andrew, Colt, Dawson, Logan

1. **Objective**

Discuss the project TDD approach, Leveraging the repository features, and which design patterns to use in the system.

1. **Status**

Colt & Logan discussed the Test Driven Development and Repository features respectively. They shared key points:

* Clot gave insights into the ways to go for the TDD approach.
* Logan gave insights into leveraging the repository features like branches and using the GitHub issues feature.
* Andrew and Logan gave suggestions on the design patterns

1. **Discussion**

Andrew questioned Colt on the best ways to approach the implementation of the code using TDD. Colt informed the team there are two unit testing methods in C#. One is the **xUnit** or **.net**. The best one would be xUnit unit testing. For front-end testing, we can use manual testing. Andrew agreed as we don’t have a lot in the front-end. Colt suggested that whoever writes the code someone should test it because it can lead to quality assurance.

Colt suggested that instead of going for 100%-unit testing on all the functions, let's just test the 60%-70% of unit tests. The tests should be understandable. Logan confirmed his understanding with Colt on unit testing.

Andrew informed Logan to demonstrate how we can use different branches in the repository. Logan demonstrated how to make different branches, how to switch to different branches, and how to merge two branches. Logan also informed that using different branches when two resources are working on developing features of the project. So, they can be merged into the main branch without any conflicts. Logan showed the Git-Hub “**issues”** feature, issues can be used to track the problems in the development of the project.

Andrew suggested leveraging the bridge design pattern in the project. Monikrishna suggested using some of the design patterns in the front end and some other patterns in the back end. Logan suggested his thinking on using the design patterns as well.

Colt questioned Andrew about the coding convention, like whether to use camel casing or some other casing. Monikrishna suggested using camel casing for the integration of two different systems like front-end and back end so, there won’t be errors in the transmission of data between the systems.

**4. Wrap up**

The team once again discussed using the design patterns taught in the class in the project implementations. Using a single naming convention to integrate different systems. The current flow is like building the components on the go. Andrew informed the team that the strategy pattern is a good idea to implement different sorting. Andrew also suggested that we could use database group by statement to sort the items while fetching them from DB.