Unit 10 Reflection

Description

This was the tenth unit of the Software Engineering Project Management module. This unit focused on putting the theory leant in the previous unit into practice. The goals of this unit were to learn about the different tools available in Python that can be used to improve the overall quality of your code such as linters, to learn how the concept of software quality has developed over time and to learn how to turn around a failing software project. The goals of this unit were achieved through a seminar on code quality, a coding activity on the most popular python linters, a reflection on how software quality has changed over time and the required reading for this unit of the module.

Feelings

Unfortunately, I missed the lecture this week as I was ill for the whole week. I was able to watch the recording of the lecture and noticed that only Mario attended the lecture. I don't feel as if much value can be gained from a lecture when only one person shows up.

Again, I didn't receive the lecture slides in advance for this lecture like I am supposed to as part of my reasonable adjustment plan meaning that to date, I have only received the slides in advance for one lecture for this module and even then it was only a couple days before the lecture instead of the week I am supposed to receive them. I would consider this not ideal as it means I am not prepared for the lecture and usually means I will have to rewatch the lecture afterwards spending time that could be spent working on the upcoming assignments.

I feel as if there was too much work assigned in this unit of the module as for the e-portfolio activity you had to read through a 168-page document before carrying out some additional research. The scope of this one activity seems more like it should have been an assignment as applied to an e-portfolio activity which is expected to be completed within a week.

Evaluation

This unit taught me a lot more about how the quality of software is ensured with quality management models such as McCall's model which I had never heard of before as I had barely touched the surface on the topic of quality management best practices for software development. After completing this unit of the module, I am now more aware of how to ensure the development of high-quality software.

Analysis

This unit focused on gaining practical experience which is something I benefit from being a Kinaesthetic learner. As such I learnt a lot during this unit of the module.

Conclusion

This unit focused on how different tools can be combined to ensure that your code follows recommended best practices and styling guideline recommendations.

Action plan

When writing code, I will use multiple linters instead of just one like I had previously to ensure the quality, maintainability and readability of my code.

References

Gibbs, G. (1998) Learning by Doing: A guide to teaching and learning methods. Further Education Unit. Oxford Polytechnic: Oxford.