Ryan J. Skelly Final: Self (INDIVIDUAL) Reflection Portion 5/8/22

Your Name: Ryan J. Skelly
Your Teammates: Ramya Amin, Riley Mularien

In the area of communication

My own communication with my team members was good. I usually was the first to reach out on planning/issues relating to the project. I gave additional progress reports on my work, alongside regular retro updates. Finally, I was also frequently available on discord in case there was anything I needed to tend to(I would check the group chat channel as frequently as I would check my email). Although Ramya wasn't physically available for most of the project, he was very active in discord and I didn't have any issues contacting him. Riley's communication was also upstanding, the only time it varied was on the weekend of the deadline for phase 1(In which, Ramya and I tried repeatedly throughout the weekend on discord to contact her. She responded late on Sunday night and we sorted everything out the day after, after I had to email her to tell her to check discord again). I tried being as respectful as possible throughout the ordeal, and basically the entire project.

In the area of work performed and contribution to the task.

I feel like I pulled my weight, for both phases of the project. Since debugging was quite hard for me to do, actually making the required modifications took me a little bit. I also made sure to clear my schedule on the day/weekend that it was due to make sure I was available. As for my team members, Ramya did his work on the creation of the website without any issue, and Riley did the unit tests, and the Azure "stuff". For phase two, Riley actually helped me correct some of my syntax(due to my lack of proficiency in Java), so in this case I'd say she went above and beyond(For both helping me, and volunteering to do the unit tests). The initial tasks for phase one were split up logically based on the directions, and everyone voluntarily decided roles. Phase two's tasks were just a continuation of phase one's tasks(The overarching roles described: One who modifies the application files, One who sets up the front end, and One who sets up the backend). There didn't seem to be any resistance in the tasks assigned at any point during the assignment and I didn't have any objections myself.

Teamwork.

Teamwork was commendable in my group. There wasn't any directed leader, and we all sorted out roles as a group. I was glad things went smoothly and that I wasn't assigned any bad actors. As for group projects in general, this wasn't my first as I had taken IT 502 before this(and I collaborate frequently with my fellow technicians at the IOL). Usually the group dynamic was if someone had an issue with getting their work done, one/both group members would try to help as best they could.

What worked

Acting as individuals, in a group was beneficial to us completing the assignment. Also, us being able to meet regularly in-class helped establish contact. The difficulty of the assignment was at a good level, although another phase could be added(to replace one of the labs). The class as a

whole was allowed extra submission time on both phase one and two, which was appreciated, but it seems that the length of the assignment could have been extended slightly(Although, procrastination is the attribute of the college student). Explaining why this assignment worked is fairly straightforward, since we were already shown the fully disassembled car, and how each component worked individually, reverse engineering the car as a whole wasn't that challenging.

What didn't work

I'm one who always finds himself lacking control, as for the random assignment of teammates, I wasn't very happy. I was fortunate that I had competent team members, although in the case that I was assigned a deficient/stubborn teammate, I would've felt powerless. In the case that random teammates are assigned again, I would ask that it would be random for every group lab assignment, and not just the same ones throughout the semester. This would allow for the lower limit of teammates to be distributed evenly(So that one group isn't stuck with the class's weakest link for the remainder of the semester). I don't believe my level of comradery between my teammates and I would have deviated if I was assigned different teammates every assignment. Self-organized groups would have been my grouping choice, although a round robin I think would work best if you want to incorporate some amount of team building within the class collective. Grouping aside, I don't feel that there were many renovations that had to be made to the final project itself, or the class in general.

Going back in time…

I have somewhat of a habit/blindspot of lacking self awareness. This can sometimes lead me to being too honest, not realizing when I have made a mistake/offended someone, or believing that I have made a mistake when nothing has happened. With that being said, I don't fully regret any of my actions or behavior in the final project, although I can always devote more time to schoolwork in general. Since our group made decisions as a collective, I don't regret anything that was decided upon(I'm one who enjoys front end development much more than functional development, but I wanted our group to succeed as a collective, and not for me to succeed on my own). To not add to the redundancy of saying that my group members did everything that was expected and in retrospect, this was the best course of action, instead I feel like my team members should have evenly divided my workload between them and I should have done all of the submissions for my group. My teammates are humans and I was prepared to do the entire assignment by myself. There were always going to be hiccups but in retrospect, I thought it was going to be more painful than it actually was.

Life Cycle

My biggest takeaway was in the DevOps portion. I had previously never been acquainted with docker/kubernetes and I liked learning about it both hands-on, as well as in the classroom. This has made me even more indecisive about where specifically in the workforce I want to shoot for. DevSecOps is a rapidly developing ecosystem, and I definitely see the value of it in regular application life cycles. Teaching of the whole application development/deployment cycle was valuable, and I had already been introduced to the majority of the subject matter taught in the course through either prior courses or IOL learning. Since most of the class has taken java/python courses, I feel if a greater emphasis was put on the continuous delivery/deployment

that the course would have been the biggest(for lack of better term) ’bang for your buck’. I’m also a hands-on learner, so the more time spent in lab doing quality learning the better. I feel like the lab assignments were useful, however I feel more could have been done in less. More hands on learning of containerization, cloud resources on AWS/Azure, and automation, I feel would have been a better use of time spent than having to develop portions of code to teach about deploying systems or test driven development. Other than that I don’t think that there's anything else I would change about this course. There was always one extra TA in my lab, so maybe a slight reduction in TAs ¯_(ツ)_/¯ .