

# Comments over Code (COC)



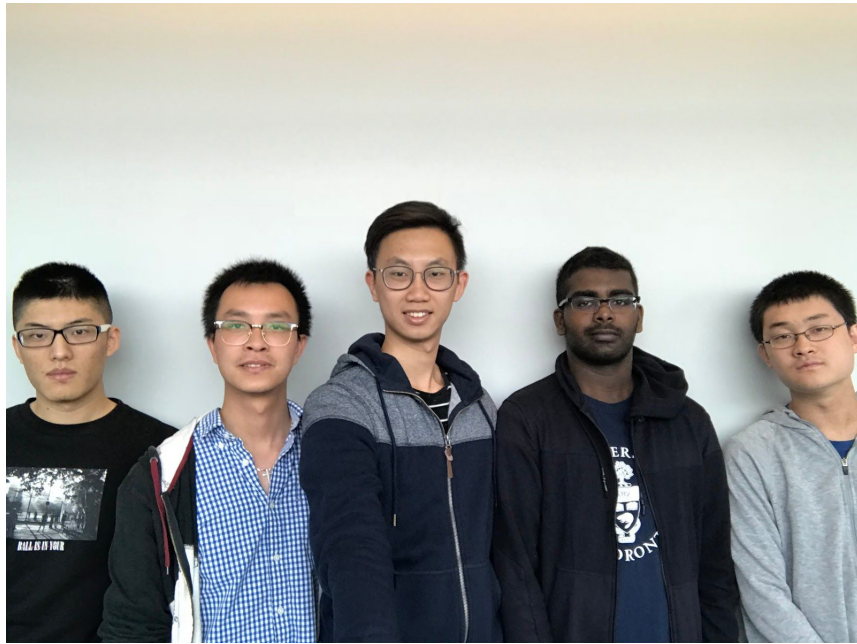
CSCC01

Team 18

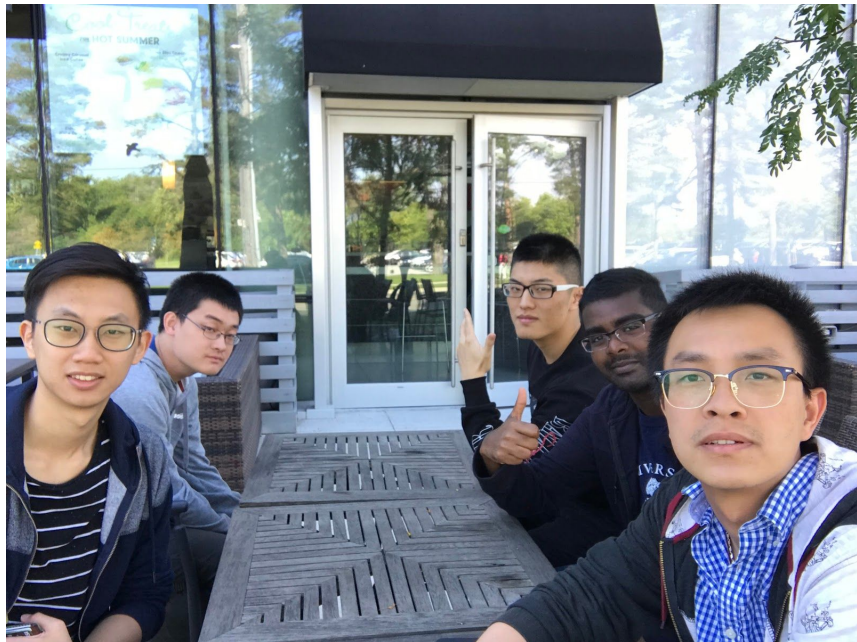
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## Group Picture



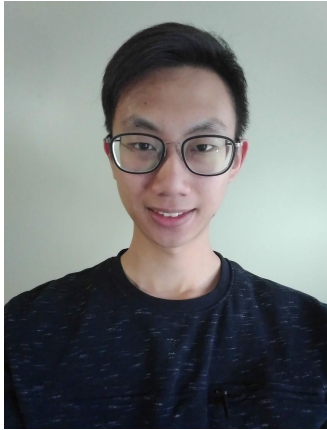
Left to Right: Jikai, Chenkai, Nathan, Tanaan, Hugh



Meeting outside

# Team Members

## Nathan Chau



Nathan Chau is a University student who is working towards his Bachelor of Science and becoming a Software Engineer at the University of Toronto Scarborough. During his undergraduate degree, Nathan worked at a technology company, Leonardo, and a financial company, International Financial Data Service, where he was able to help test and develop software the company has. The internships during his undergraduate career allowed him to explore different sub industries, such as development and automation, which gave him an opportunity to work on various projects in an agile development. Nathan has experience with Java, Python, C, and JavaScript. Currently, Nathan is studying and will be looking for an internship in Summer of 2019 while aiming to graduate at the end of

2019.

*Software Engineer*

*Year 4*

## Jikai Long



Jikai Long is a 3rd year computer science specialist student. He had two terms of research based working experience with CIBC and the Canadian Government involving a lot of back-end database development. He is very familiar with team-based project production, which could be an asset to the team. For skills, Jikai has experience with C, Java, Python, Swift and JavaScript with corresponding frameworks. He likes JavaScript due to its simplicity, and he would like to put Web App Development in the first place for this project if it is capable. He is open to any other programming languages as well. Aside from professional experiences and skills, he is really interested in bodybuilding, games and guitar. He feels very confident working with the team and wishes to get at least an A for this project.

*Software Engineer*

*Year 3*

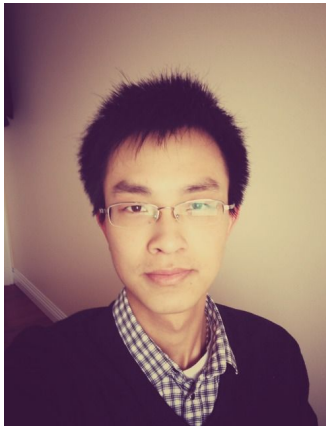
## Tanaan Karunakaran



*Software Engineer*  
*Year 3*

Tanaan Karunakaran is a 3rd year Computer Science specialist student who is currently enrolled at the University of Toronto. He is currently enrolled in UofT's PEY (personal experience year) program and looking for a 1 year co-op placement starting May 2019. He has some experience working in a team from the time he worked on an android app 1 year ago. Tanaan is familiar with Java, Python, C, HTML, CSS and JavaScript. His favourite programming language is Java because it is a high level language that does not force the user to worry about the memory management. His area of interest in Computer Science is Computer Networks and Artificial Intelligence. Other than his professional/school life, he enjoys swimming, watching anime and browsing reddit.

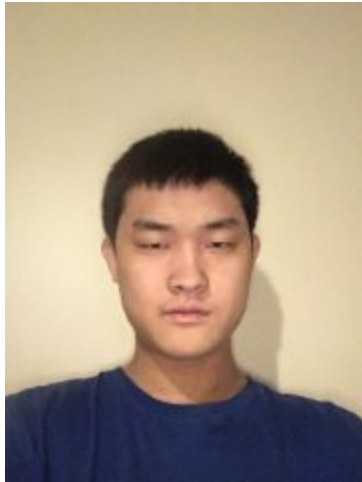
## Chenkai Lin



*Software Engineer*  
*Year 4*

Chenkai Lin is a software engineer student at the University of Toronto. As a 4th year computer science student, Chenkai had two work terms of experience, and worked for a business company & government. He works as quality assurance and developer for a statistic system project and web-based application project. He is familiar with Java, python & SQL. He is also acquainted with Scala & Golang. In fact, the awkward thing is that his mathematics and statistics courses always have higher marks than his computer science courses. Compared with other peers, he looks so boring. He doesn't like playing video games or watching TV shows. In other words, as a CS student, he does not like to stay in front of the monitor. He prefers hiking and cooking.

## Hugh Ding



Hugh Ding is currently a 4th year student studying at the University of Toronto and looking to graduate with a computer science specialist in the summer of 2019. He is most comfortable programming in Java, Python, C, and R, and has some experience working with other languages such as MATLAB and C++. His work experience includes two summers at the Canadian Deposit Insurance Corporation and one at the Bank of Canada. In all three terms, he worked in small teams to create various financial modelling tools in the R language, as well as write reports and guides on general model development standards. When not involved in studies or work, he plays video games, browses Reddit and enjoys taking naps,

*Software Engineer*  
*Year 4*

## Team Goals

- Well-organized team development cycle
- Communication between team members
- Well written comments in code
- High quality deliverables
- Aim for high grades

## Team Strengths

- High-level practice with Agile Development Cycle
- Great knowledge on cross-platform development
- Have fun working together

# Team Expectations and Agreements

## **Communication: How do we plan to talk and contact each other? How long should the response time be?**

Our team has decided to use WeChat as our main method of contact. We have decided to use WeChat since we could create a group and share information more easily. We decided that we would have a response time of 2 hours because in most cases, we would have a chance to take a look at our phone and replying to a message does not require a lot of time.

## **When and where do we decide to hold meetings?**

We have decided on doing weekly meeting on Mondays in the lab in BV 473 at 5pm. On the off chance that this lab becomes crowded or if a tutorial happens during this time, we would go to the computer lab in the IC building.

## **How often do we have meetings?**

Besides the weekly meetings we will have, we also decided that we would hold additional meetings if necessary. For example, there may be times when we have a lot of work, and this would result in us meeting more often. When we do need the additional meetings, we would use WeChat to decide on the time and place of meetings.

## **Are all members necessary for meetings?**

During meetings, we expect all members to be present. We would use WeChat to confirm whether everyone will be available for the time that is selected. Now if a member decides to cancel or not attend the scheduled meeting, we would expect an appropriate reason (e.g. car crash) and tell us as soon as possible. Now, there may be times when not all members are required, such as if two people are working on a feature together. We would expect them to use the group chat to inform other members of their progress and any other information. This would help keep all members informed of their progress and get a general idea of what they are doing.

## **What should we do during meetings? What are we expected to bring?**

In most cases, we would have assigned work to each other. We expect each member to finish the work assigned to them and bring it to the meeting (regardless of whether it was finished or not). During the meeting, we would talk about the tasks we were assigned. For tasks that members were able to complete, we would have them talk about the work they did. They would explain their work and how they approached their task and completed it. For tasks that members were not able to complete, we would ask them why they were unable to complete it (i.e. a lot harder than it seems). We would discuss as to what we can do so that it would be completed next meeting, for example by having more people working on it.

### **Version Control: What should we be committing and pushing to the repository?**

The version control we are using is Git. When a person is finished working on a working feature, the person will push the new changes to Github. Immediately after something has been added/changed on Github, the person is expected to notify the team that changes have been made via WeChat. In addition, it is expected that members have detailed commit messages. These messages are expected to have all the details of the persons changes and what they did to the work.

### **How will we decide on who does what?**

When dividing the work as a group, we will do our best to split the work equally among all members. However, there may be times when this may not be possible. For example, only two members of the team know how to use a specific software. In cases like these, other members are expected to do work that they can do in order to reduce the workload of the members who specialize in a certain type of work.

### **Who is going to submit work and when should it be submitted?**

Before any sort of work is submitted, it is expected that each member reviews it. This gives each member a chance to review the work so that they can check for bugs/errors. Once each member reviews the files, the files can be pushed to the repository by the person who worked on those files.

### **What if a team member drops the course?**

Even if a member is considering of dropping the course, we expect them to immediately tell other members. The reason for this is so that we don't assign that member any important jobs or any core components of the project. In the case that the person does drop the course, we wouldn't lose anything extremely important and could recover from our loses. Now if 2 or more people drop the course, we would tell our TA and/or Instructor of our case and seek help. Due to the amount of work involved in this project, it would be extremely difficult for 1 or 2 people to finish it by themselves.

### **What if a member is constantly missing meetings?**

Our team would expect a reason for why the team member is constantly missing meetings. For valid reasons, such as illnesses, we would expect them to minimal help. We would message them through WeChat and assign work to them. That being said, this may not be possible in some cases (i.e. broken arm). We would look at this case by case. We will report this to a TA and/or instructor if the person is unable to work for more than a 4 days.

Now if a member is constantly missing meetings without a valid reason, our team will start giving them warnings. Should that member continue to miss meetings, we would report this to the TA and/or instructor.