Deliverable # 1

CSCC01

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Here we present our first deliverable which introduces our team and its' goals, strengths, profiles, as well as our expectation agreement as decided upon during our first in-person meeting.

Table of Contents

Team Introduction

Problem Solvers

Team Goals:

- Develop an application that can support the user's needs.
- Experience and overcome challenges that occur in a team environment.
- Learn about the principles of software development as a team.
- Use our broad expertise to produce a brilliant application.

Our goals are to develop an application that can support the user's needs while at the same time overcome the challenges we face and learn about the principles of software development as a team. We seek to make the most of everyone's expertise within the team and follow the agile methodologies to effectively produce a working product that we can deliver.

Team Strengths:

- Experience with development in teams.
- General leadership experience through clubs and projects.
- Proficient in Python, Java and C.
- GUI experience, including UX and UI.
- Have worked with databases, including both establishing connections to databases using the JDBC driver and querying the database.

Our team has more-or-less completed the same computer science courses but many of us have knowledge varying from both computer science related and non computer science related experiences. Many of our team members have experience with development in teams, and on personal projects. We also have general leadership experience, through clubs and projects outside of technology. Since we've all completed the first and second year CS courses at UTSC, we all share experience in Python, Java, and C. Some of us have GUI experience for the parts of our project that require UX and UI, and a few of our members have also worked on projects that required the establishing of connections to databases using the JDBC driver so setting up and querying the database will not be very troublesome.

Abraham Tsang

Abraham Tsang is an undergraduate computer science student in the software engineering stream. His passion in computing includes automation, machine learning, and games while also being interested in mathematics as well. Abraham's expertise includes desktop automation, web scraping, text processing, along with SQL databases. He is proficient in python, and can also work with c, java, perl, ruby, visual basic, and javascript.

Abraham is a careful, conscientious student who is serious about his studies. He works well both as an individual and in a group; he has work experience in an office setting and as a tutor as well. While introverted, he takes the initiative in group settings to keep things organized, share his insights, and can communicate his ideas well with a comfortable command of the English language.

Abraham endeavors to become a capable programmer and computer scientist in order to be able to create useful tools both on his own and as a productive part of a team.

Chengli Yang

Chengli Yang is currently a third-year undergraduate student studying at the University of Toronto Scarborough campus majoring in Computer Science and taking minors in Statistics and Economics. In the case of computer programming, he is proficient in the languages of Python, Java, and C. His past work experiences include working for the University of Toronto Scarborough Athletics and Recreation department as a swim instructor and aquatics program monitor, which involved overseeing and assisting students in the university ran aquatic programs including learn to swim classes, Inner tube water polo, and water volleyball. He is the president of both the UTSC Swim Club and University of Toronto Scarborough Underwater Club, the latter of which is engaged in the sport of underwater rugby, which is a three-way cross between basketball, rugby, and scuba diving. Some of this particular individual's favourite pastimes include but is not limited to: swimming, biking, and playing badminton.

Vijanthan Thiruchelvarajah

Vijanthan Thiruchelvarajah is a student studying Computer Science specializing in Software Engineering at the University of Toronto Scarborough campus. He has experience working in Java and Python in fast paced software development teams within banks such as the Royal Bank of Canada and the Toronto Dominion Bank and received exceptional evaluations for his quick functional deliveries. While working, Vijanthan has not only taken the Developer role but due to his early task completions he was also able to work for Quality Assurance. With experience on both sides, he is very familiar with various problems that teams may encounter following agile methodologies and is quick to come to a solution to them. In his free time, for both enjoyment and networking purposes, he also runs a lottery group play for the entire floor to participate in and usually has over 40 participants supporting each game.

William Rutherford

William Rutherford is a student studying Computer Science and Statistics with a Specialist in Machine Learning at University of Toronto. He has taken many classes focusing on the theory and mathematics behind Computer Science, including Algorithm Complexity, Computability, Linear Regression, and applied mathematics relating to Machine Learning. Outside of school, he contributes to many open source projects relating to decentralized networks, and system security. Currently he is working with TOMesh to provide low-cost internet to Torontonians in community housing who can't afford expensive plans from the large ISPs. He has also worked on many personal projects, usually in C or C++ relating to fields such as approximating irrational numbers, scraping information from popular websites, and using computer vision to classify various images.

After finishing his degree at UTSC, he hopes to pursue a career in emerging fields such as machine learning, cryptocurrency, and blockchain technologies.

Our team sharing a meal at Rex's Diner

Problem Solvers Team Expectations Agreement:

Preamble:
This team agreement has been made to guide and govern how the four members of the Problem Solvers team will work together.

Communication:
Primary: Slack, every member must check every 12 hours
Emergency: Phone/text

Regular meeting times:
Mandatory in-person meetings: Tuesdays 3 PM, IC 4th floor computer labs, weekly
Interview time: Scheduled for Wednesday 5 PM at IC 4th floor TA room
Ad-hoc for other meetings, including online, etc. as necessary
Abraham will take minutes, briefly documenting what is covered in each in-person meeting.

Meeting preparation:
No mandatory preparation required for in-person meeting unless specified on Slack. Regular progress updates by Slack.

Version control:

- Only push working and tested error-free code to master. Feature by branch - if starting to add a new feature, then create a new branch.
- Superfluous files, such as compiled or non source code files, will not be committed unless agreed on in Slack. An exception to this is the readme file.
- Readme file will contain information about what has been completed so far in the master branch. Latest updates go here.
- Commit log messages should be insightful and informative. For example, “fixed bugs” is an inadequate message. A better message would be “Fixed x to now y as necessary for z.”

- Deliverables will be submitted in a format such that deliverables due on week4 are posted under ~/deliverables/week4

Division of Work:

1. Each team member individually makes a list of what he thinks needs to be done for the next deliverable, as well as other next steps for progressing on our project for this week.

2. We combine the lists during the in-person meeting and as a team agree on which of the listed has first priority to be done, and which are optional for this week.

3. Each team member then ranks the prioritized tasks as something they want to do, something they don’t mind doing, or something they don’t want to do. The obvious non-competing preferences are assigned, then the rest of the tasks are assigned to divide required work roughly equally and fairly, especially for non-desirable tasks. Some negotiation may be required.

Reviewing and Submitting Work:
All team members must extensively review both their work and others' work before submission. William is in charge of, and responsible for, final submission of deliverables.

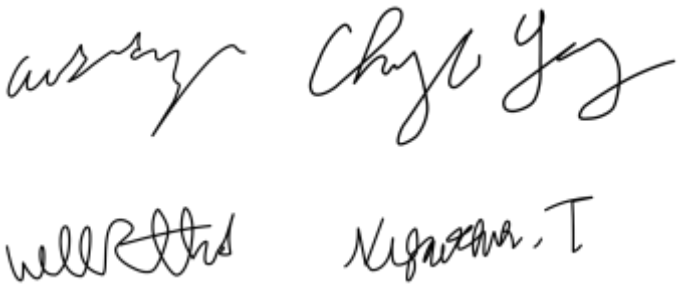
Contingency Planning:
Inability to do work: If a team member cannot do their share for a short period of time, the other members will divide up that team member's responsibilities among them, and the assisted team member is expected to contribute more later to make up for it. If a team member does not do their fair share of work and/or refuses to communicate for a prolonged period of time, the team will ask the TA or professor to intervene.

Missing meetings: If a team member expects to miss a team meeting, he is expected to give notice. This way if necessary, a rescheduling may occur. A team member is expected to not miss any interviews with the TA, and if provided a valid reason early we may ask the TA if it is possible to reschedule to another time. If a team member misses an interview or chronically misses team meetings with no legitimate reasons, the team will ask the TA or professor to intervene.

Dropped course: If a team member drops the course, this simply just means that the remaining team members will have to take a larger workload.

If a team member is academically dishonest, the team will immediately notify the professor.

We accept these guidelines and intend to fulfill them:



Top Row: Abraham Tsang, Chengli Yang
Bottom Row: William Rutherford, Vijanthan Thiruchelvarajah