Media bazaar application project.

Iterative phase, final iteration.

A screenshot of a cell phone

Description automatically generated

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# Work division of new features

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| --- | --- |
| activity | members |
| activity diagram | Antonio, Konstantin |
| technical peer review | All members |
| adding bsn data to database. | Noah |
| using bsn data in webapp | Erik |
| using bsn data in C# app | All members |
| displaying sales statistics in order app. | Antonio, Konstantin, Noah |
| display stock orders in webapp | Erik |
| first time login password changewebapp | Erik |
| webapp table UI update. | Konstantin |

# Personal reflections

## Erik

During the final iterative phase, the project has taught me some on updating existing products and planning improvements when updating a product. The level of the product did not progress much further the way I see it, only new features that were necessary were added.

Looking back on the entire project the project has been a very large learning experience in teamwork and setting a small expectation for future career perspective. To me the project has been a positive experience that has most of all taught me a lot.

Konstantin

Personally, I learned a lot during this phase about how to schedule my time properly and to have time for coding and also improving my skills as a team member and in personal. Thanks to the both subjects OOD and WAD learned how to make professional code so that when someone makes changes it will not have an outcome on the others code. Moreover, the fact that we added Orders app and also Statistics tab made the whole application look more professional. Thanks to the new learned skills in WAD I have managed to add Bootstrap to the website to make the tables look in a convenient way. Also all of the OOD principles the C# app was easy to maintain every time and was opened for adding new features.

Since all the work was done during the Quarantine I kept my motivation to finish the work and to deliver everything in time. I also managed to be present in all the meetings with the Tutor and strictly followed all the requirements. Thanks to our group meetings we were having the ability to divide all the work between each other. This period taught me how to work from home only by contacting the client and my teammates via platforms which I think will be useful in the feature time.

Overall, I think I learned a lot about OOD principles during working on the project which is an essential part when you work in a company. During the lockdown I tried to keep focused on the University and to finish all studies and that is why I improved my knowledge not only in C# but how to make the design of an application. Because of the good communication between our team and the tutor we always knew what we should provide for the upcoming meeting, and even now we have an amazing looking Application which can be even used in real life situation.

Noah

After working on the project for multiple i weeks, i have learned a lot about what it means to code in a meaningful way. Through both OOD and WAD (software subjects), i was able to understand the strengths of our applications but, more importantly, the weaknesses too. After the technical peer review, as a team, we were able to identify the C# application has some form of object oriented programming notions applied (having followed the MVC model) whereas the website had limited form of OOD notion, but thus was mostly because we have only learned how to properly apply the MVC model much later. Nevertheless, after careful readjustments within the C# applications, I was able to easily integrate new features on the main Media Bazaar application and reuse a lot of the code that had already been written for newer applications.

Due to the quarantine, I have had some trouble meeting with our tutor on time (and some times even at all), however, from a strong proactive group, my team mates were able to convey the contents of the meetings and what was expected of us for the next meeting point.

All-in-all, this iterative phase has taught me more about the significance of having good, reuse able code versus having plain code within an application. By keep the code as standardized as possible, I was able to save a lot of time and effort when tasked to add new features or make a new application altogether.

## Antonio

After working on this project for the whole semester, I can say that I learned a whole lot about teamwork and its importance. From the beginning of the project up until this point our coding knowledge advanced a lot. We worked extremely hard on the Media Bazaar (C#) app in the first iteration, and therefore made a complete application with many extra requirements then. Thus, many of the additional requirements that we got introduced to in the next iterations, we had already implemented. As our software development skills advanced, we started discovering some flaws in the initial code. We realized that we had applied some of the Object Oriented Programming principles on the C# application, but it did need refining. The website on the other hand lacked most of the OOP principles. However, we all took effort into advancing the code, making it more readable, reusable and open for future extensions (on both the website and the C# app).

The coronavirus quarantine made the work a bit harder for us all. I had trouble keeping my focus on the project with this schedule. During these times, I missed a few meetings and had trouble managing my time for working on the project.

All of this taught me invaluable lessons about time management, the importance of working as a team in order to reach the desired goal, respecting other team members’ work and opinions, having good planning ahead of time and dividing the work so that everybody has their own task to work on.

# Reflection on applying iterative.

The group has by now worked through multiple iterations in the iterative phase. A few things have been learned from that.

As the group was slightly further into completing the product once the iterative phase started, the amount of work was slightly slimmer than what was planned. Making it seem like with the right planning, the same work could have been done in one iteration less. Making it clear that the amount of iterations can be dependant on how much features are implemented, how much feedback is given and how far into detail the product is expected to be functioning.

With the more cycle like structure of the iterative method, it is possible to work through an iteration.

# Reflection on differences between waterfall and iterative.

Now that the group has experienced both the waterfall and iterative method, we can draw some conclusions on how it has been working with them for us. With the main topic being work structure and planning. As waterfall was used for the first phase of the project, it very much seemed like the waterfall method is effective when starting up a new project, where an iterative method would not have been fitting.

Starting on the iterative method while a base for the project was finished, it has become clear that iterative is an effective way of working when there is a base to work on, for example a familiar client, an already existing product that needs to be updated or a poorly functioning product that might need to be fixed or changed.

When working with an iterative method, it is expected to be working in a repeated cycle of implementation, review and feedback. Which makes it that working with a waterfall method while only adding smaller features to an existing product seems unfitting.