Tucker Dane Walker

Dr. Walker

Computer Science II

5 May 2011

project\_summary\_tucker\_walker

I think that I contributed a little more than a third of the work that went into this project. I worked on coding the Main and Vending Machine classes, and later both Mark and I worked together on getting these classes to work with his CashBox and Coin classes. Integration of these together was honestly quite fun. We really couldn’t test what we were doing, however, until we got Cassidy and Abby’s half of the project put together with ours.

Once Abby and Cassidy’s half was complete and we could meet as a group, we integrated each half so the project would actually run. This took some team debugging but it worked. After the program was up and running, there were still a number of bugs and errors in the code. I had the “master” working copy so I just decided to debug and refine it in my spare time. Later we got back together, tested it out and tried to break it. We fixed some errors and called it “good”.

I think my team mates did a wonderful job. I think Mark did a good fourth or so of the work. He had a lot of coding to do on the cashbox. Abby and Cassidy did the rest. I cannot say how this was split up between them, because we essentially split up into two teams (Abby/Cassidy, Mark/Myself). Regardless of the percentage or distribution of the work done between each group member, I think we all did great work and put a lot in. Each member contributed at least six hours to this project and I think that is commendable.

I learned that large programs can be built in teams. I also learned that Object-Oriented programming is particularly suited to team work because it is easily divisible among team members (especially when a UML diagram is shared as a basic guide). Another thing I learned is to sacrifice some of the naming of functions in my code so that it would match with what my team members used in theirs. In this way, we were able to all feel good about contributing to what was put together. Although I programmed the VendingMachine class, each group member had a say in some of its design. This may have been by suggesting something be added, or by giving a function a different name. The same is true of my group member’s classes.

In the future, I do not think that I would do too much differently. I spent a lot of time on this project, but that’s because I was really into it. My team mates also put a lot of time and effort in as well. If I were to do this again, I think that I might find more time to work with other members of my group, rather than by myself. I would do this so my group members wouldn’t feel like I was claiming portions of the code as my own. I do not at all think that they feel this way, but I can envision a situation where one member puts in a lot of “solo” time on a project so that he can call it his. This program is not at all mine, it is ours, and I want every member of our group to feel that way. I think we rocked!

* Tucker Dane Walker