Interim Reflective Report for Software Engineering Group Project

2021/2022 Semester 2

- < Student Service App for XJTLU >
- < http://47.110.224.16:8080/ >
- < 20 May, 2022 >

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Introduction

Background

This project aims at providing various website services for students in the XJTLU. The main services are news browse, guide helper and resource access. The news is contributed and maintained by all the students which is classified into different categories, such as news, university, clubs, and academic. News can be searched through title or author, and record the visited or liked status for every student. Guide page provides quick links to official university websites and link collections of other platforms like "GenieBunny" for students to learn more about campus life. Academic page provides course resources from diverse schools and majors, such as course slides, past examination papers, or notes from student, which can be downloaded directly. Student page displays some individual information, and the posted, viewed or liked article lists. The avatar upload is also supported to customize the students personalized profile.

Overview of The Completed Works

This project was divided into five sprints to complete generally. Three of them are implemented among the Assignment 1. In Sprint 1, our group focuses on establishing login interface and designing the database structure and relative Java mappers to store the user account data. In Sprint 2, our group contributes on developing the main functionalities in the "Student", "Home", "Guide" and "Module", the four main pages. In Sprint 3, our group pays more attention to the sub-functionalities in each main page, such as developing "History" and "Favourite" posts list in "Student" page.

Up to Sprint 3, product backlog items (PBI) in each sprint have almost been completed on time. Most of the main functionalities are achieved which are mentioned in the introduction part. Therefore, this software satisfies most of stakeholders' requirements in general. It provides students with a convenient platform to obtain campus news, university information, and learning materials. However, there are still some drawbacks existing from my own perspective. Firstly, this project shows apparent weakness in robustness among detailed designs. For example, some authentication function is not realized in global, which may trigger some display problems after webpage refreshment or cookie elimination. Then, the comment function in each article page is not under actual installation. It contains only placeholder components at the bottom of each article page, which indicates that students cannot share their ideas to each other concerned about the article for now. Consequently, this project can be seen as an acceptable web application that convinces stakeholders to apply. The existing drawbacks are required to be improved in the next few sprints to maintain stability and practicability.

Software Processes

Overview of Agile

Agile methodology contains user demands excavation and solutions improvement through the collaborative effort of developer teams with their customer. It emphasizes the time-boxed iterations and active communications between every stakeholder. The working software

outweighs the comprehensive documentations as well, according to its manifesto. The target goal is certain and specific to fit a small team.

In the recommended Scrum framework, the team members include one product owner and one scrum master to organize and schedule the general process. There are daily scrums with specific guidelines for developers to plan and discuss brief issues. They can help developers to notice others' work content and optimize their own ones. The sprint review and retrospective elicit stakeholder feedback and identify drawbacks and improvements for the next sprints. These events can isolate possible distraction of temporary requirements in sprint execution.

Application of Agile in The Project

Generally, our group follows the sprint work schedule developed at the beginning of the project. The master books the weekly online conference in Zhumu meeting between a reasonable period accepted by all the members. Considering that we do not work full-time, the sprint planning and glooming are integrated and implemented together to reduce fragmentation time. The daily scrum is also not delivered due to the same reason. The developers play a role of stakeholder and provide feedback and requirements to some extent, because of lack of potential users.

However, there are still some problems in the development process. The first problem is about the mastery level of the chosen tech stacks. For most members, we have not familiarized ourselves with Spring Boot and Vue, or even not learnt them at start. The final measure is to spend one sprint time learning these and plan less purposes in the first sprint. The second problem is about the negative outcome of cancellation of daily scrum. We cannot understand others' sprint progress effectively. Personally, I attempt add detailed comment in the commits which can be seen by every member in the repository. A screenshot is attached in the appendix to explain this. The third problem is about the responsibility of product owner. Due to lack of potential users, the product owner cannot acquire enough approaches to communicate with stakeholders. The solution is to raise requirements by all the developers. However, this has led to fewer contributions of the product owner in the project, which may influence his planned efforts.

Here give some personal suggestions towards these problems above. Firstly, there should remain a buffer period for development members to understand the required tech stakes instead of time occupation in sprint progress. Secondly, the daily scrum cannot be neglected directly which serves as one essential Scrum component. If the onsite or online meetings are not convenient under pandemic, the daily scrum can be simplified to sending messages in the IM chatting group, which still follows the basic regulations such as limited time. Thirdly, the stakeholders are necessary participators in the Scrum framework. It should be product owner's responsibility to invite some external potential users to collect feedbacks and requirements.

Comparing Agile to Other Software Processes

Agile method is under the comparation with the traditional waterfall model in some situations. The latter one focuses on testing phase following a build phase to guarantee the code quality. However, agile method tends to separate the testing part into each iteration. In personal opinion, agile method is more suitable for application projects rather than library projects, because the libraries require more stability and robustness, and afford more time cost in testing. Another perspective is about the balance between code and documentation. Personally, the agile method is more suitable for application projects due to the same reason mentioned. However, it is irrefragable that the essential documentation is indispensable, such as the network interface standards between frontend and backend.

Individual Work

Sprint 1 Overview

Sprint 1 aims at developing the user authentication system for users to log in this application with their own account.

The product backlogs involved in Sprint 1 emphasize on Login page. Here lists the detailed PBIs. Epic: Login page

- As a logged-out user
 I want to sign-in to a website
 So that I can find my personal information.
- As a website administrator
 I want to restrict access for users who are not logged in So that guests can only access "Guide" page
- As a logged-in user
 I want to remember my account to a website
 So that I can sign in automatically
- 4) As a logged-in userI want to reset passwordSo that I can change my password in settings

Here list the sprint backlogs for Sprint 1.

- 1. Develop the user interface of login page
- 2. Develop the Username box
- 3. Develop the Password box
- 4. Develop the Login button
- 5. Develop the Remember me button
- 6. Design database and JWT interface

Personal Contribution to Sprint 1

The whole personal contributions to Sprint 1 are summarized in the Figure 1 in the Appendix part. As mentioned above, the group has spent some time learning the basic framework and conceptions. Personally, I learn the basic framework of the Spring Boot, the user authentication filters of Shiro, and the basic conception of the JSON Web Token (JWT) interface. Then, my contributions center on the backend framework. Generally, I implement the functions of the login and register part and design the JPA based database. To be specific, MD5 and relative salts are utilized to store the hashed password to ensure security.

The reflection of my contributions in Sprint 1 is that I concern myself overly with the detailed code styles and premature optimization, at the negligence of the major framework. This results in the abandonment of JPA as the MySQL connector and redesign of a MyBatis one, due to the incompatible corroborative teamwork. Moreover, the essential interface documentation is not established at the beginning which causes the mess of the current and future interfaces.

Sprint 2 Overview

Sprint 2 aims at developing the basic user interface for each main pages and providing relative functionalities for them, which needs the internet interfaces and the database mappers.

The product backlogs involved in Sprint 2 emphasize on each page. Here lists the detailed PBIs. Epic: Home page

1) As a user

I want to visit article in homepage

So that I can read article in homepage (Include news, academic, clubs and university)

2) As a user

I want to know article's web link

So that I can share it in another platform

Epic: Guide page

1) As a user

I want to browse college guides in "GenieBunny"

So that I can find campus information

2) As a user

I want to access other important website resources of university

So that I can save time to find it

Epic: Student page

1) As a user

I want to view my private information

So that I can know personal information in the website

2) As a user

I want to change my profile photo

So that I can upload a new image instead of previous

Here list the sprint backlogs for Sprint 2.

- 1. Design and develop the basic layout of the web app
- 2. Develop the user interface for Home page
- 3. Develop the categorization bar for different type of news
- 4. Develop the news list for different sections
- 5. Develop the interfaces of news articles
- 6. Develop the user interface for Guide page
- 7. Develop boxes for different themes of guides.
- 8. Develop the guide lists for each box.
- 9. Link every guide block of a list to a corresponding website
- 10. Develop the user interface for Module page
- 11. Develop the user interface for Student page
- 12. Develop the upload profile button

Personal Contribution to Sprint 2

The whole personal contributions to Sprint 2 can be summarized in the Figure 2 in the Appendix part. In this Sprint, I am responsible for the connection between frontend and backend. Thus, I spend some time learning Vue and relative packages. Then, I handle the connection interfaces in the frontend with Axios, and the encountered cross origin problem in the backend with basic Cross-Origin Resource Sharing (CORS). Finally, I design the article, module and student pages with Element Plus which could simplify the design work and normalize the UI style.

The reflection of my contributions in Sprint 2 is that I or the whole group do not achieve much substantial progress, and slow down the project process, which can be proved from the number of effective commitments. Frankly speaking, I do suffer a lot from this, and pay for more work in Sprint 3. The lesson is that it is most reasonable way to follow the PBIs, when the sprints are under refined schedules.

Sprint 3 Overview

Sprint 2 aims at developing some detailed functionalities for each page, which needs reuse of some components and provide more elaborate data structure in the backend.

The product backlogs involved in Sprint 3 emphasize on each page. Here lists the detailed PBIs. Epic: Home page

- 1) As a user
 - I want to mark article that I prefer So that I can find it in my favorite list.
- 2) As a user

I want to find some specific article

So that I can search article based on some keywords

Epic: Module page

1) As a user

I want to find study resources in my major

So that I can download them

Epic: Student page

1) As a user

I want to know my browsing history So that I can find it in my list.

- 2) As a user
 - I want to find article that I prefer So that I can find it in my favorite list.
- As a user
 I want to find article that I published
 So that I can find it in the Mine list.

Here list the sprint backlogs for Sprint 3.

1. Develop the link share function

- 2. Develop the history function
- 3. Develop the favourite function
- 4. Develop module boxes for different sections
- 5. Develop the search function
- 6. Import student information from the group Excel tables as student account data into the database

Personal Contribution to Sprint 3

The whole personal contributions to Sprint 3 can be summarized in the Figure 3 and Figure 4 in the Appendix part. Some processes in Sprint 2 are completed in Sprint 3 actually, when it comes to the time schedule in the strict sense. Thus, the report tends to list these contents in this Sprint 3 part corresponding to the commitment records. Firstly, it is about the frontend part. I develop the avatar upload button, student information list, and timeline post list including mime, history, and favourite in the "Student" page. I develop the carousel image displayer, infinite scrolled post list in the "Home" page. I develop the guide card list, guide items page, and the reference list in the "Guide" page. I develop the type selection list, and the module card list in the "Module" page. I develop the search function and the reusable user card in the menu. I handle the reuse of some components in global and normalize the utility and API scripts. Second, it is about the backend part. I integrate the MyBatis database connector into the project to alternate the JPA one which includes entities and relative mappers in SQL. I develop the image upload interface which serves the images as the static resources. The database structure is through redesign to support dynamic types for articles and modules. The static guide lists are integrated into the database as well. Finally, it is about the Python scripts. I develop a simple Python script to scan the provided group excel table to import the student information into the database as the substitution of the common registration function. My contribution in Sprint 3 is, in a word, almost everything.

The reflection of my contributions in Sprint 3 is that it is my responsibility to urge other members to finish their work in time, instead of finishing the work for them, even at the position of normal developer. This unreasonable reaction towards unfinished work influences the whole group morale to some extent definitely.

Conclusion

In summary, our group has completed almost PBIs in each sprint, presenting a relatively acceptable web application after approximately six weeks' effort. Most functionalities mentioned above have been achieved, but there remain some unfinished functionalities, such as comment function in the article page. Generally, it provides students with a convenient platform to acquire campus news and learning materials.

Lesson Learnt and Future Work

There are some unfinished functionalities in the current version of the project. For example, the comment function in the article page has not been achieved. Therefore, it is suggested to consider developing and improving these parts in the future sprints. Moreover, enhancing

communication among each group members is essential to get feedback in the development process, especially in pandemic. Thus, it is necessary to guarantee the meeting schedule and development process for our group in the future, according to the agile methodology.

The lessons I have learnt can be separated into two parts, which emphasize on the programme and project. In programme part, I have learnt the basic Spring Boot and Vue, and applied these into a real project, which satisfies my confidence much. Moreover, I have a new insight into the motto, "Premature optimization is the root of all evil", which can be seen as one experience in the project under empiricism. In project part, the reliance and communication on the members and partners are essential as well, which serves as one kind of abilities beyond the programme expertise.

Appendix

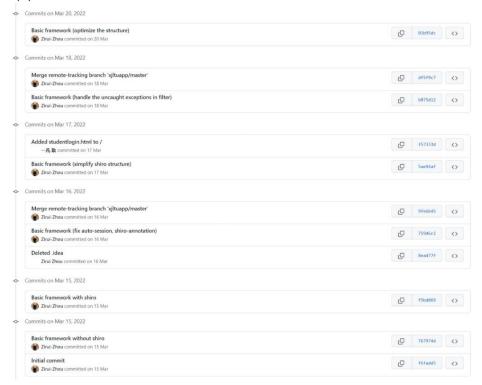


Figure 1: The commit records of Sprint 1.

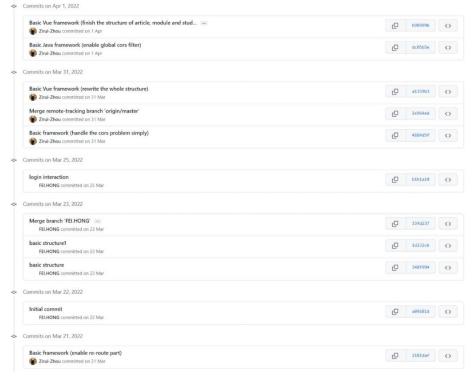


Figure 2: The commit records of Sprint 2.

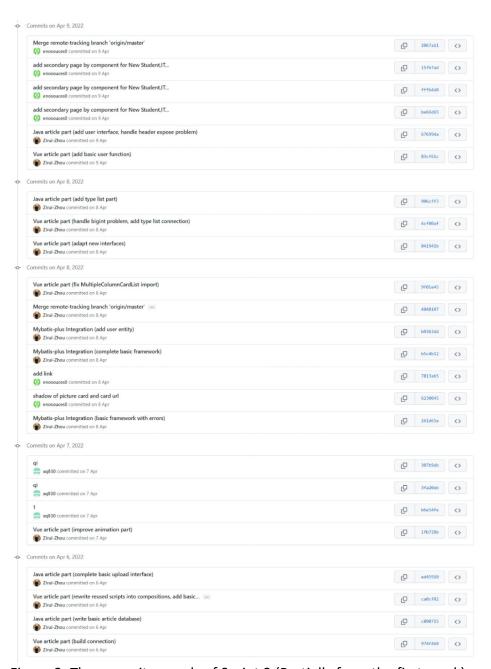


Figure 3: The commit records of Sprint 3 (Partially from the first week)

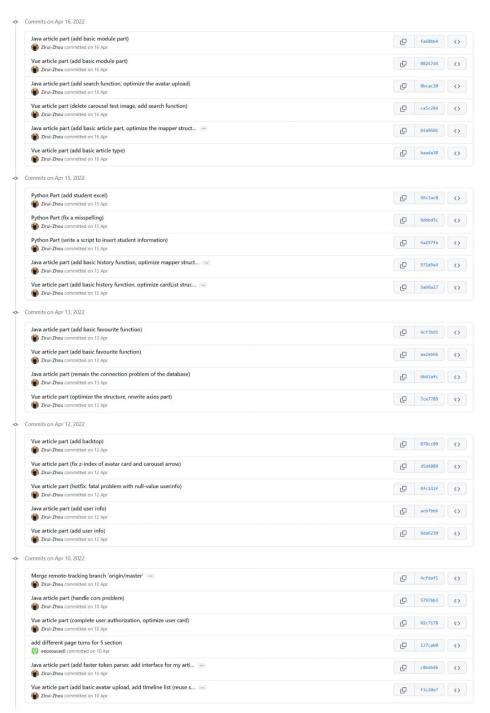


Figure 4: The commit records of Sprint 3 (Partially from the second week)



Figure 5: The user login page



Figure 6: The "Home" page



Figure 7: The "Guide" page



Figure 8: The "Module" page

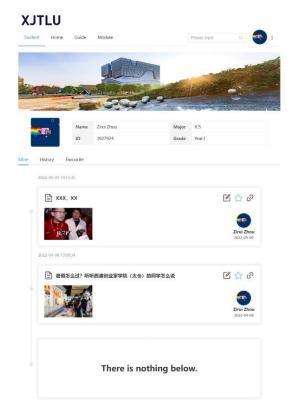


Figure 9: The "Student" page



Figure 10: The article page for one article