# Abstract

This report describes a 4th semester project made by six Aarhus School of Engineering ICT students.

## Problem summary

The idea behind the product is to design a digital refrigerator which contains the same items as a physical refrigerator. This allows consumers to manage or view their groceries when they are not near their refrigerator.

## Goal

Our goal is according to the introductory presentation:

* Develop applications with graphical user interfaces, databases and network communication
* Practice techniques, methods and tools used during software testing
* Practice an iterative development process
* Practice project- and distributed revision control
* Practice object oriented analysis and design in system development

These learning goals are based on this semester’s curriculum.

## Requirements and selected solutions

Requirements from the introductory presentation:

* *The project must include elements from all 4th semester ICT courses. This is to be documented in the report and should be mentioned by the students during the exam.*
* *The project must be of an appropriate scope so that everyone in the group is able to contribute.*
* *The project must be substantial enough to allow the learning objectives in the course to be met*
* *A proposed project (1 A4-page) with a problem summary (which problem does the project aim to solve) and a project description (how do you seek to solve the problem) must be handed in prior Friday of the first week in the semester.*

## Applied methods

During project execution we used elements from Scrum to manage tasks and meetings. Stand-up meetings were organized three times a week. Sprint-meetings and retrospect-meetings were held once every one to three weeks.

## Results

The system with all of its core functionalities has been implemented; a local database, an online database, a WPF-application and a web-application. In addition, two extension use cases were also implemented.