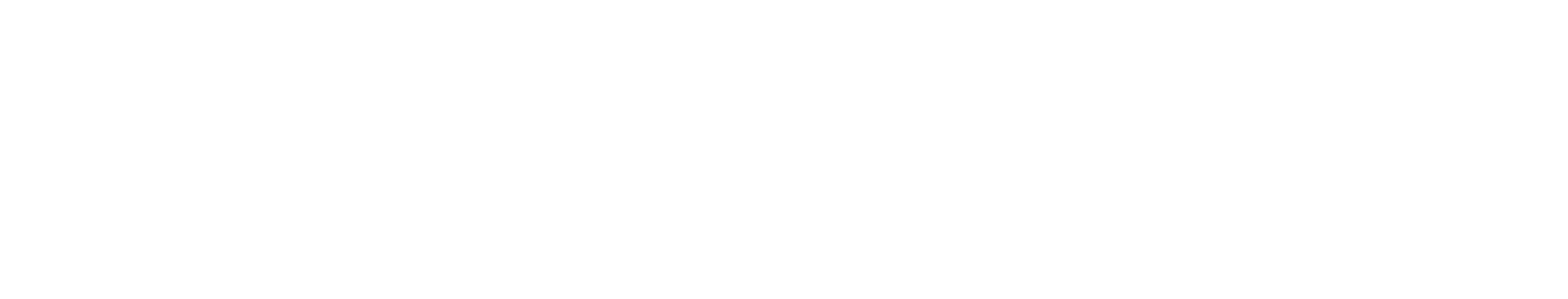


Business Intelligence System

“LALA GANG” GROUP 6



Elizabeth Tawaf s3723812 Abrar Al-Sagheer s3707180 Md Abir Ishtiaque s3677701 Labiba Islam s3694372

Evaluation

Working as a team on the same project was one of the greatest experiences we have had in our degree. As we worked together, we learnt different skills such as communication, time management and much more.

As a team, we held weekly meetings where we worked on diagrams and code to divide the workload equally between the four of us. Moreover, if any of our team members was stuck, we arranged urgent meetings, where we discussed the problem to try and find a solution for it.

We decided to work on the Business Intelligence System because it was a system that none of the team members have worked on before. We wanted this assignment to be a new challenge from where we could learn.

Since now we know about interaction diagrams, it is easier to explain our thought process to other team mates without going into implementation details.

We have decided to use the MVC pattern as MVC enables logical grouping of related actions on a controller together. The views are also grouped together. Thus, the code becomes more cohesive and lower in coupling. Since we have used MVC pattern, it will be fairly easy for us to implement GUI. By using the MVC pattern, the code navigation became more complex as it creates a new layer of abstraction. Thus, the programmer requires more time to adapt to the pattern. However, as the programmers adapt to the pattern, all tasks become easier.

Factory pattern was also implemented besides MVC, as it allows the project to follow the SOLID principles, such as the interface segregation and dependency inversion principles. We used JUnit tests for regression testing of the application. By making these tests, our design was protected from infinite loops, as well as it made it easier to check for exceptions.

To make the system reusable, as a team, we decided to use Constants from a specific Const class to have the program’s wide constants in one place for easy access and change. Avoiding magic text/numbers was another improvement to increase readability and maintainability.

For communication, we have used Trello to assign different tasks to the group members. GitHub was also used to merge the code successfully. And for faster communication, we have used Messenger.

Lessons learned from working as a group are as follow: we should not be bogged down in lower level implementation and focus more on the bigger picture, each member should become more understanding as difficult circumstances might happen; when working as a team, we should all be ready for compromises for the team’s success. And finally, working as a team, taught us to become more organised when writing code as sometimes it could be hard to understand someone else’s code.