

LAST STAGE

Developers:

- Cruz Inzunza Luis Alejandro
- Fonseca Loria Adrian
- Magaña Garcia Jose Angel
- Medina Avila Luis miguel
- Perez Cruz David Leobardo



First meeting



Brainstorming



The problem...



Validation survey





First coding standar

Estandarización de código

Equipo 5

Reducción de actividad en ciclos o iteraciones.

```
numeroPersonas = arr.length;
for ( i = 0; i < numeroPersonas; i++) {
```

Reducción de acceso a objetos DOM.

```
obj = document.getElementById("texto");
obj.innerHTML = "Hola Mundo";
obj.style.color = "red";
```

Uso de try, catch, finally y throw para manejo de excepciones.

```
function myFunction() {
  var message, x;
  message = document.getElementById("message");
  message.innerHTML = "";
  x = document.getElementById("demo").value;
  try {
    if(x == "") throw "is empty";
    if(isNaN(x)) throw "is not a number";
    x = Number(x);
    if(x > 10) throw "is too high";
    if(x < 5) throw "is too low";
  }
  catch(err) {
    message.innerHTML = "Error: " + err + ".";
  }
  finally {
    document.getElementById("demo").value = "";
  }
}
```

Omitir el uso de la palabra clave

```
let edad = 14, peso = 56, talla = 166;
```

Siempre deberá de finalizar una línea de código con punto y coma ";"

```
let cadenaEjemplo = 'cadena de ejemplo;
function obtenUsuario() {
  return 'Pedro Lopez';
}
```

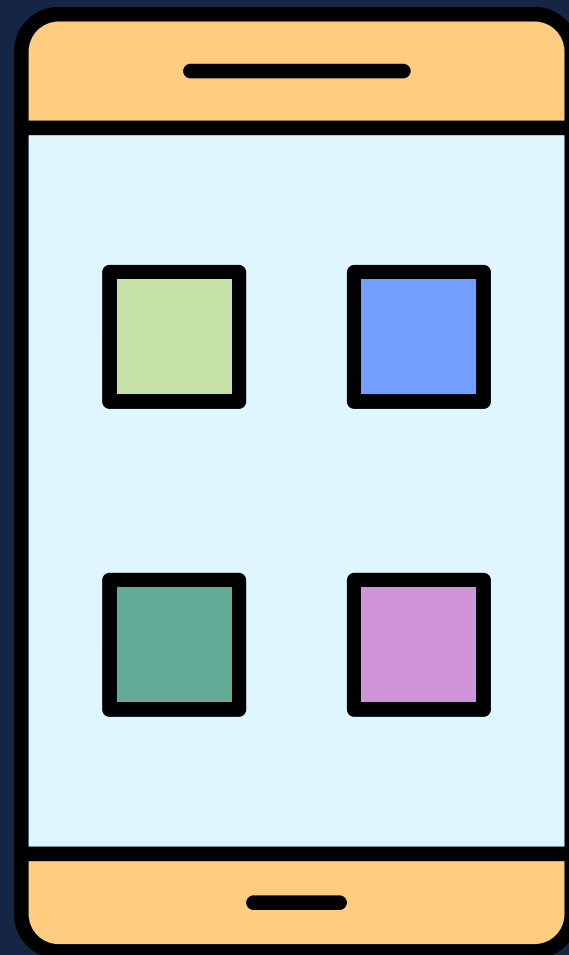
Some problems...



Requirements modifications

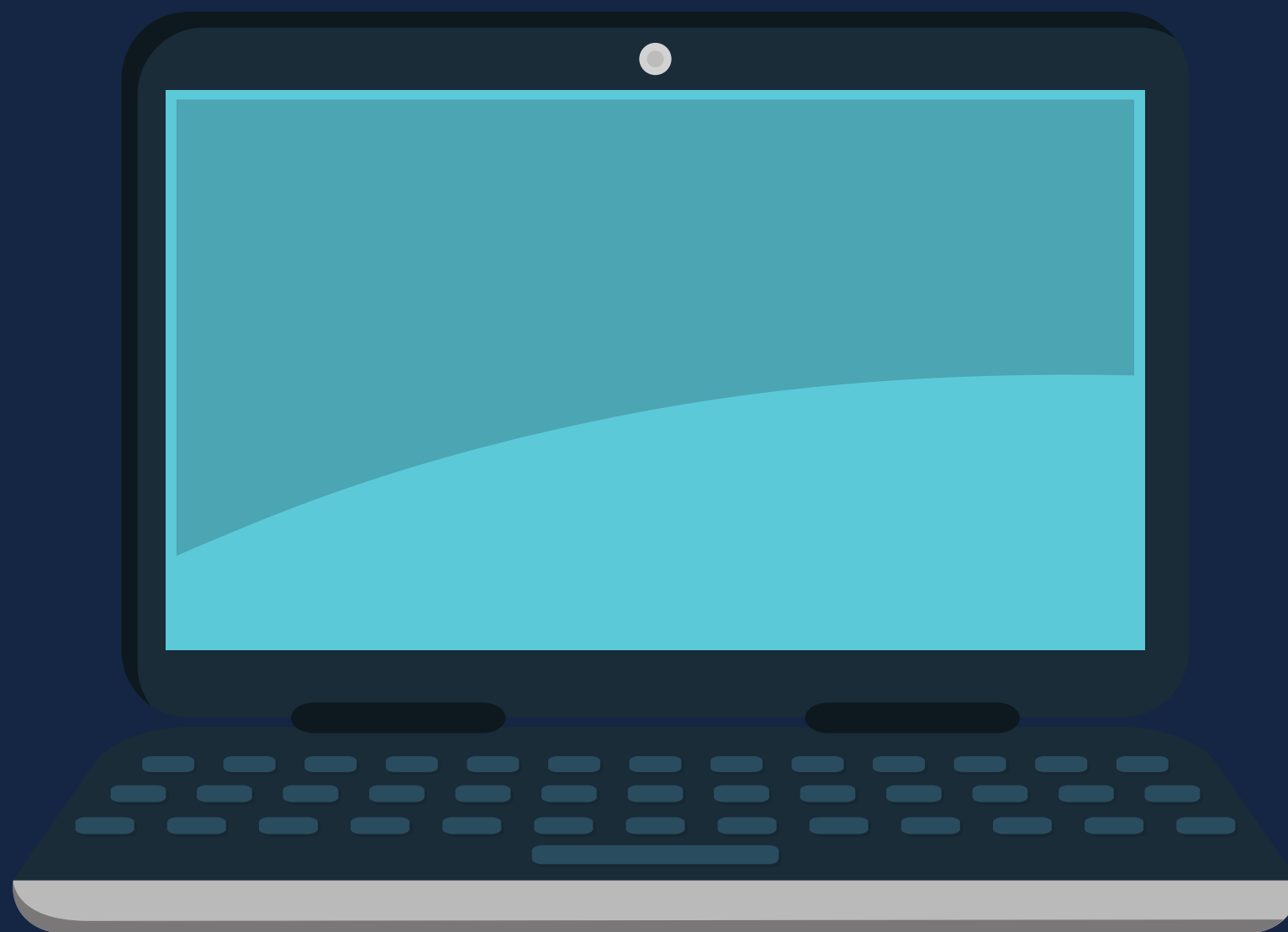


Class design & UI



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Coding



Last Delivery



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Final contribution



Metrics



| WORK BREAKDOWN STRUCTURE | TASK TITLE | TASK OWNER | AMOUNT OF WORK IN HOURS | | | SPRINT |
|--------------------------------|---|-------------------------------|-------------------------|-----------|-----------|--------|
| | | | ESTIMATE | COMPLETED | REMAINING | |
| 1 | Introduction to the team | Adrian Fonseca | 1 | 1 | 4 | 1 |
| 1.1 | Requirements Survey "Lack of information for freshman students" | Luis Miguel | 4 | 6 | -2 | 1 |
| 1.2 | Estimate of Requirements | Luis Inzunza | 8 | 6 | 2 | 1 |
| 1.2.1 | Requirements Definition | David Pérez | 8 | 8 | 0 | 1 |
| 1.3 | System Specifications | Angel Magaña | 8 | 4 | 4 | 1 |
| 1.4 | Validating survey | Luis Miguel | 3 | 3 | 0 | 1 |
| 1.5 | Video and presentation | Luis Inzunza / Adrian Fonseca | 2 | 2 | 0 | 1 |
| 1.6 | First deliver | Team members | 1 | 1 | 0 | 1 |
| 2 | Design | | | | | |
| 2.1 | Data/Class model design | Angel Magaña / Luis Inzunza | 4 | 8 | -4 | 2 |
| 2.2 | Interface & Design Model | David Perez | 6 | 6 | 0 | 2 |
| 2.3 | Requirements Modifications | Adrian Fonseca / David Perez | 8 | 12 | 0 | 2 |
| 2.4 | Bot prototype | Angel Magaña | 4 | 4 | 0 | 2 |
| 3 | Construcción | | | | | |
| 3.1 | Library | Angel Magaña | 3 | 4 | -1 | 3 |
| 3.2 | Interactivity | Luis Inzunza | 5 | 4 | 1 | 3 |
| 3.2.1 | Messages | David Perez | 4 | 3 | 1 | 3 |
| 3.2.2 | Server | Luis Miguel | 2 | 2 | 0 | 3 |
| 3.3 | Coding Standards | Angel Magaña | 2 | 2 | 0 | 3 |
| 3.3.1 | Guion | All Team | 6 | 6 | 0 | 3 |
| 4 | Repositorio | Luis Inzunza | 2 | 1 | 0 | 3 |
| 4.1 | Edición de video | Luis Miguel | 4 | 4 | 0 | 3 |

Metrics

| Person | 1rs Stage (20% each person) | 2nd Stage (20% each person) | Final Stage (20% each person) | %General |
|-----------------------------------|-----------------------------------|-----------------------------------|-------------------------------------|----------|
| Cruz Inzunza Luis Alejandro | 20% | 20% | 20% | 20% |
| Fonseca Loria Adrian | 20% | 20% | 20% | 20% |
| Magaña Garcia Jose Angel | 20% | 20% | 20% | 20% |
| Medina Avila Luis Miguel | 20% | 20% | 20% | 20% |
| Perez Cruz David Leobardo | 20% | 20% | 20% | 20% |
| Job % | 100% | 100% | 100% | 100% |



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Thank you!

We cordially invite you to visit our repository. Thank you.

