**Communication – Week#5 Journal Entry**

**Niranjan Tungatkar**

Communication is a never ending process and also it always has some scope for improvement. Every team member has to understand this and take responsibility to improve his communication skills.

As said earlier communication is a never ending process that means it’s not only about conveying your message to your colleague but also following up with him. For example, if someone working on a different task changes some parameter which was defined differently in an interface or returns something else, that team member not only needs to communicate this change to the team but also needs to follow up with the team members if they have changed the code which in turn affects his design.

A better way to handle this communication gap is to directly create a design change ticket and assign it to the concerned team member.

As the iteration comes to an end time management becomes crucial and some tasks which are on high priority need to be finished first. Also some tasks which are interdependent need to be finished first and if this cannot happen then this constraint should be communicated with the team.

This way the task can be taken up by someone else who doesn’t have a task in his queue or an alternative can be found out by discussing the issue with all the stakeholders.

One of the major realizations in the last four weeks was pair programming with the team sitting together helps in accomplishing the tasks faster and the quality also increases manifold. Hence going forward, we have decided that such coding sessions should be done frequently mostly 2-3 times a week. As the team communicates face to face design changes are done quickly without waiting for an hour or so for anyone’s consent.