**Communication – Week#3 Journal Entry**

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This is week 3 and the team has started settling down. Tasks have been assigned.

Now as the team settles down we are realizing that, the communication can get lax. As the team members have their own tasks communicating and telling their status to other team members becomes crucial.

Communication aspect is becoming more and more important as the team is diving into the technical implementation. As the design is in crude state, communication, on how will the different interfaces and contracts of different classes, will work together is important.

We are realizing that, assuming things can be very disastrous for a team. It can result in huge overhaul of a code written by a team member. For e.g., interface had a public int add() method. One of the team member thinks that public string add() would be more appropriate and does his coding using public string add() signature and later on tells the team that this is a better option, but now the other team members have used the earlier contract of the interface – in this situation either the other team members will have to change their codes or the individual who didn’t stick to the contract will have to change the code.

In both the cases, there will be wastage of efforts and time. This has to be avoided at all costs and communicating effectively and proactively can save such effort wastage.

Also, design is always subject to change and hence if any team member thinks or has any better idea, it is essential for him to share the idea as soon as possible. To handle such situations, we have come with a solution that whenever such design change is spotted the team will meet, discuss the change, review the change and approve it if suitable. Once the team has approved it is the job of each individual to change his/her code according to the design change.