**Communication – Week#4 Journal Entry**

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According to Kent Beck – “Whenever you have a problem, think about how it could have been resolved with better communication”.

This week we have realized that many coding and design problems can be resolved through communication with team members. Immediate communication can also help in saving precious time and efforts. For example, this week we designed and implemented an interface for cipher entity. During the implementation we realized that using text for a particular attribute makes the design more complicated and difficult to manage.

The issue was resolved by immediately communicating with the team members and checking if changing the attribute to GreenfootImage does not break any code written by any of the members. Once this was discussed the issue was resolved really fast.

Another facet we realized that it is important to let your team members know while creating a new issue on the task board. Even if the issue does not concern any other members and does affect their codes in any which way, it is always better to let the team know in advance that a new task was created on which the current task of the developer depends.

Another issue is that the team doesn’t sit together hence, every member should really take this as his own responsibility to communicate effectively, feel that he is part of the team and share his problems and issues with the other team members to get timely help.

To overcome this communication gap, we have decided that once in a week we will sit together and code so that all the problems and issues are discussed face to face while coding itself and every team member gets to know the coding style and habits of other team members.