Recent Informatics History

Team Leader - Mak Fazlic

Project 2 Overview

This project was approved by Gabriele Bavota
prof. at Software Atelier 1

October 19 - November 19 2020
Universita della Svizzera italiana
Faculty of Informatics
Switzerland

Contents

1 Introduction

This document contains the information regarding the Structure and the Organization of the Group project number 2 titled: Recent Informatics History.

We are also presenting the CSS code written and aplied to a temporary template in order to demonstrate its effect.

As well as, the address of the SVN repository:
@atelier.inf.usi.ch/home/kryezd/group_2_project

2 Organization

There are 5 distinct functions within a team: Team Leader, CSS Leader, SVN Leader, Topic Leader and a Team Member.

Assigned duties and obligations

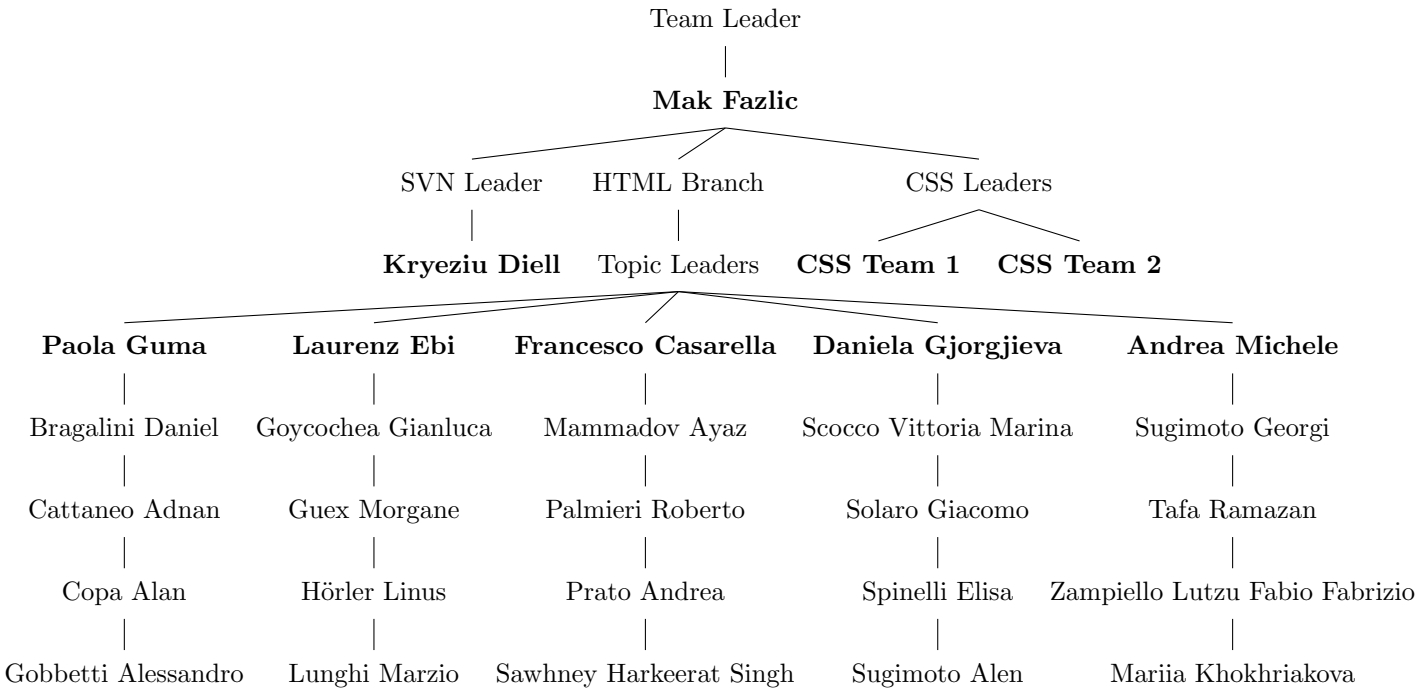
Team Leader: Coordinate and persent the project, Work on, and standardise, HTML, CSS, Bonus Questions while confirming their cross-compatibility and quality. Writes minimum 1 HTML page.

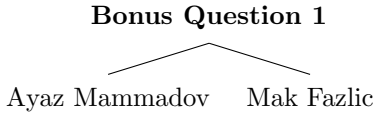
CSS Leader: Write concise, accurate and commented CSS code that follows the standardization guidelines provided by the Team Leader. Writes minimum 1 HTML page.

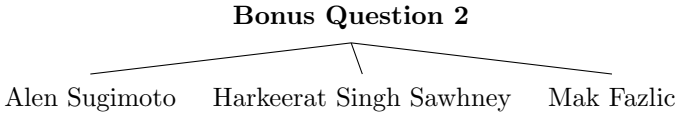
SVN Leader: Manages the SVN server with its working repository, as well as, provides support to other developers when needed. Follows up on the engagement and optimizes the complexity of the project. Writes minimum 1 HTML page.

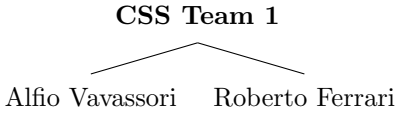
Topic Leader: Makes sure that the standardization of the development in a given time-frame is consistent and that the deadlines are met. Writes minimum 1 HTML page.

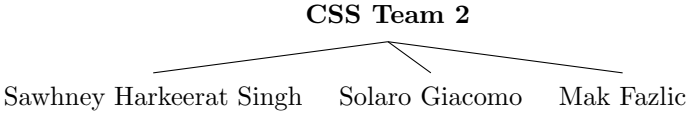
Team Member: Writes minimum 4 HTML pages.


Team Leader
Mak Fazlic
SVN Leader
HTML Branch
CSS Leaders
Kryeziu Diell
Topic Leaders
CSS Team 1
CSS Team 2
Paola Guma
Laurenz Ebi
Francesco Casarella
Daniela Gjorgjieva
Andrea Michele
Bragalini Daniel
Goycochea Gianluca
Mammadov Ayaz
Scocco Vittoria Marina
Sugimoto Georgi
Cattaneo Adnan
Guex Morgane
Palmieri Roberto
Solaro Giacomo
Tafa Ramazan
Copa Alan
Hörler Linus
Prato Andrea
Spinelli Elisa
Zampiello Lutzu Fabio Fabrizio
Gobbetti Alessandro
Lunghi Marzio
Sawhney Harkeerat Singh
Sugimoto Alen
Mariia Khokhriakova


Bonus Question 1
Ayaz Mammadov
Mak Fazlic


Bonus Question 2
Alen Sugimoto
Harkeerat Singh Sawhney
Mak Fazlic


CSS Team 1
Alfio Vavassori
Roberto Ferrari


CSS Team 2
Sawhney Harkeerat Singh
Solaro Giacomo
Mak Fazlic

3 Conventions

In order to standardize the code throughout development and for the sake of facile maintenance, we will utilize multiple conventions when it comes to a reduction of the down sides common in distributed engagement.

Naming conventions:

Snake Case: e.g **snake_case** For the creation of files and javascript variables

Camel Case: e.g **camelCaseExample** For the CSS classes and IDs

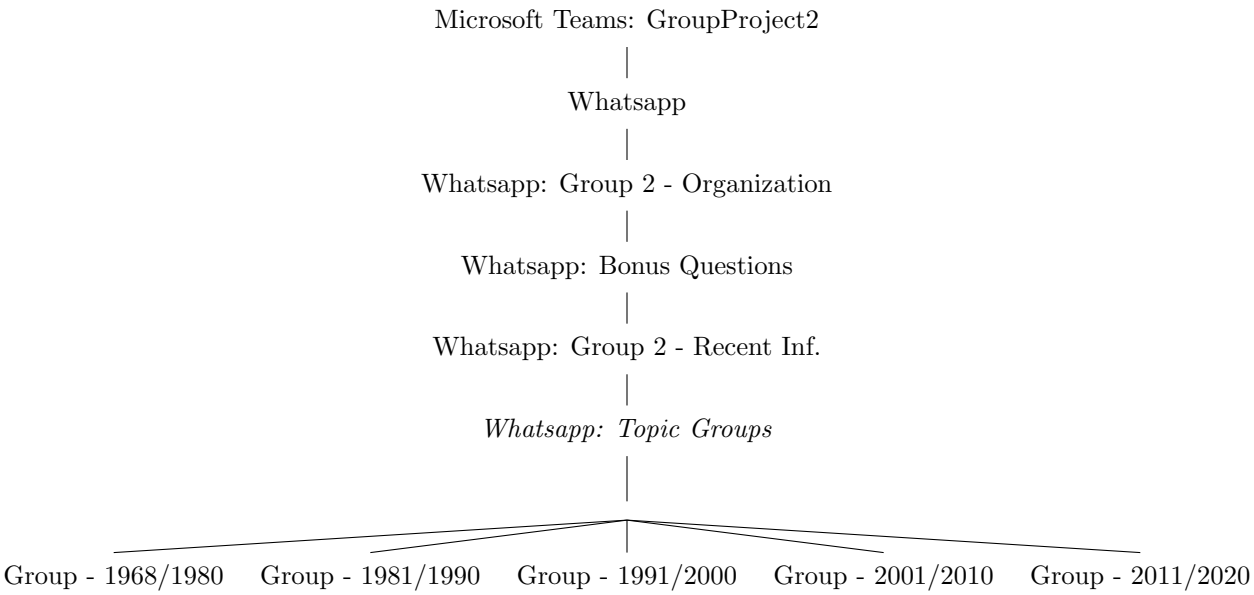
HTML and IMAGES folders are written in Snake Case of the format **lastname_firstname**

Color Palette:

Dark Gray	Hex: #0B0C10
Dark Blue	Hex: #1F2833
Light Gray	Hex: #C5C6C7
Bright Blue	Hex: #66FCF1
Dirty Blue	Hex: #45A29E

4 Communication

Communication will be done through two platforms being Microsoft Teams and WhatsApp. All communication channels must be free of unnecessary introductions and discussions of topics that do not co-relate with the task at hand are forbidden. Communicating truthfully and directly is essential for the successful execution of the project and any miscommunication could lead to a loss of time or quality with regards to the end project.



Precedence of information decreases in a top-down manner,
meaning that the most critical information
is shared on teams
Microsoft Teams

Topic Group

5 Timetable and Due dates

Gray Cell signifies an important delivery date.

Team leader Schedule

Team Leader	Oct 19	Oct 26	Nov 02	Nov 9	Nov 16
Monday		Check (12:30-13:30)	Support	Check (12:30-13:30)	Final Prez
Tuesday		Support	Support	Index.html	
Wednesday		Support	Support	Index.html	
Thursday		latex Inception	Support	Deliver Index	
Friday	Kick-off	Go/No-go Prez	Midway Prez	Final Milestone	

CSS leader Schedule

CSS Leader	Oct 19	Oct 26	Nov 02	Nov 9	Nov 16
Monday		Deliver a sketch	Work on CSS	Work on CSS	
Tuesday		CSS for Go/No-go	Work on CSS	Work on CSS	
Wednesday		Work on CSS	Work on CSS	Work on CSS	
Thursday		Work on CSS	Deliver Midway CSS	Deliver Final CSS	
Friday	Work on CSS	Work on CSS	Work on CSS		

SVN Admin Schedule

SVN Admin	Oct 19	Oct 26	Nov 02	Nov 9	Nov 16
Monday		SVN fully set-up for all users	Maintenance	Index.html	
Tuesday			Maintenance	Index.html	
Wednesday		Documentation with TL	Maintenance	Index.html	
Thursday		Maintenance	Maintenance		
Friday		Maintenance	Maintenance		

Topic Leader Schedule

Topic Leader	Oct 19	Oct 26	Nov 02	Nov 9	Nov 16
Monday			Conversation regarding conventions	Index.html	
Tuesday			Engagement	Index.html	
Wednesday			Engagement	Index.html	
Thursday			Delivery of HTML		
Friday			Index.html		

Bonus Question Team Schedule

Topic Leader	Oct 19	Oct 26	Nov 02	Nov 9	Nov 16
Monday			Engagement	Index.html	
Tuesday			Engagement	Index.html	
Wednesday			Engagement	Index.html	
Thursday			Engagement		
Friday		Bonus Question 1 (Full)	Bonus Question 2 (Full)		

6 SVN Utilization

In order to access the svn server you will need a USI username (short one [first 5 letters of last name] + [first letter]) and a password associated with that account. You need to have SVN installed on your machine. Keep in mind that the SVN installation provided in the guide sheet we received on the first class of SA1 does not work for Mac users.

First create a local working directory (Preferably on your Desktop) where you will pull the contents of the SVN repository.

```
cd the_directory_you_created
```

Then you need to run the following command to get a working copy of the repository and start working immediately.

```
svn checkout svn+ssh://your_short_username@atelier.inf.usi.ch/home/kryezd/group_2_project
```

After you have the local working copy you on your machine, if you want to continue working at a different time, make sure you run the following command before doing so.

```
svn update
```

To check what were previous changes on the SVN repository run this command to have a detailed understanding of the engagement flow.

```
svn log
```

If you want to modify or add new files, you need to run the following command after you have done so.

```
svn add add the_name_of_first_file the_name_of_nth_file
```

The same procedure holds in case you want to delete files.

```
svn delete the_name_of_first_file the_name_of_nth_file
```

To display the overview of the latest changes to your local working copy run the following command.

```
svn status
```

When you want to finalize your work, you need to make sure it is visible by everyone in your team i.e committed to the server. In order to do so, run the following command.

```
svn commit -m "A couple of very descriptive sentences
explaining the reasoning and the purpose of the files and changes you are committing"
```

A couple of remarks regarding the SVN usage.

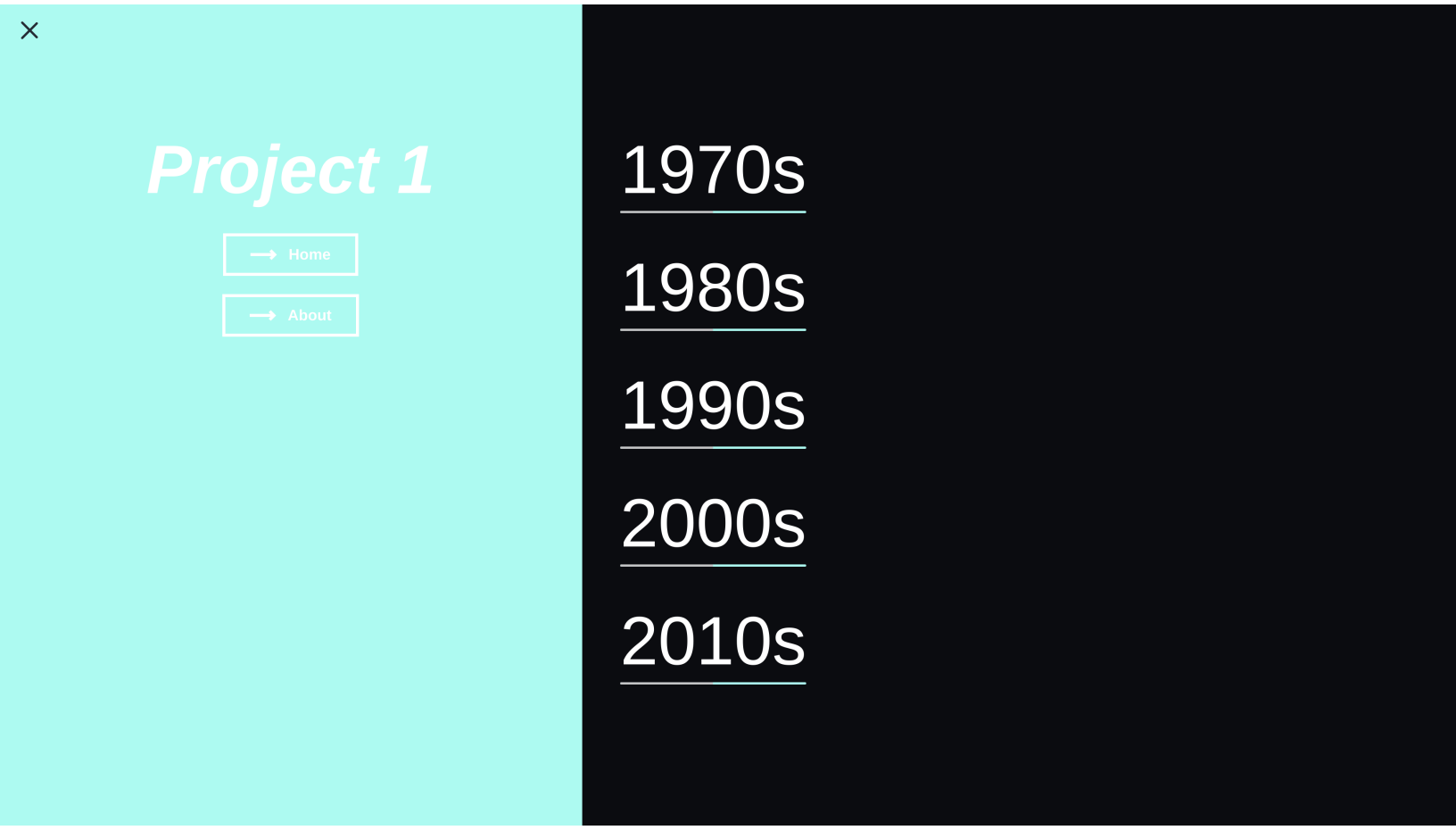
1. In case you are having trouble with the SVN consult the video that was created by the Team Leader and the SVN Manager.
2. There is also a slides provided by the Prof. Bavota which could be very helpful in debugging and understanding SVN thoroughly.
3. There is a known Bug that relates to the network strength and authorisation. In case you encounter it, try a different access point.
4. SSH keys are helpful in case you do not want to log in every time you make a change on your local working copy or the repository itself.

7 CSS Template

In the following section we demonstrate the current progress of the work done by Group 2. The SVN repository contains all of the files needed to render the HTML pages shown below. The CSS team has wrote 877 lines of CSS and it plans to refine them in order to resolve some minor issues and bugs, as well as, work on the overall feel of the each individual page. Keep in mind that the pages shown below are just for purposes of demonstration.

Members currently working on the CSS are as previously mentioned:

Sawhney Harkeerat Singh, Alfio Vavassori, Roberto Ferrari, Solaro Giacomo and Mak Fazlic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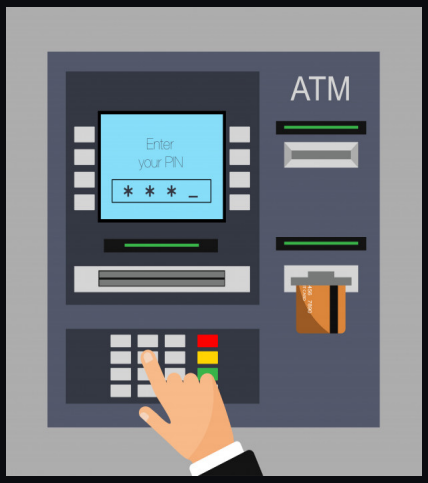
"It struck me there must be a way I could get my own money, anywhere in the world or the UK.

—John Shepherd-Barron
1950s

John Shepherd-Barron

John Adrian Shepherd-Barron was born on 23 June 1925 at Shillong in India, to British parents. His Scottish father, Wilfred Shepherd-Barron, was chief engineer of the Chittagong Port Commissioners in North Bengal, which was then part of the British Empire, then later Chief Engineer of the Port of London Authority, before becoming president of the Institution of Civil Engineers, whilst his mother Dorothy, was an Olympic tennis player and Wimbledon ladies doubles champion.[2] Shepherd-Barron was educated at Stowe School, the University of Edinburgh and Trinity College, Cambridge (from where he dropped out before successfully finishing the first year in Economics). During World War II, he was commissioned into the Airborne Forces, serving with the 159th Parachute Light Regiment.

Why it represents a milestone?



ATMs are known by a variety of names, including automatic teller machine (ATM) in the United States (sometimes redundantly as "ATM machine"). In Canada, the term automated banking machine (ABM) is also used, although ATM is also very commonly used in Canada, with many Canadian organizations using ATM over ABM. In British English, the terms cashpoint, cash machine and hole in the wall are most widely used. Other terms include any time money, cashline, tyme machine, cash dispenser, cash corner, bankomat, or bancomat. Many ATMs have a sign above them indicating the name of the bank or organisation that owns the ATM, and possibly including the networks to which it can connect. ATMs that are not operated by a financial institution are known as "white-label" ATMs.

The idea of out-of-hours cash distribution developed from bankers' needs in Japan, Sweden, the United Kingdom, and the United States. A Japanese device called the "Computer Loan Machine" supplied cash as a three-month loan at 5% p.a. after inserting a credit card. The device was operational in 1966. However, little is known about the device.

The idea of a PIN stored on the card was developed by a group of engineers working at Smiths Group on the Chubb MD2 in 1965 and which has been credited to James Goodfellow (patent GB1197183 filed on 2 May 1966 with Anthony Davies). The essence of this system was that it enabled the verification of the customer with the debited account without human intervention. This patent is also the earliest instance of a complete "currency dispenser system" in the patent record.

Devices designed by British (i.e. Chubb, De La Rue) and Swedish (i.e. Asea Meteor) quickly spread out. For example, given its link with Barclays, Bank of Scotland deployed a DACS in 1968 under the 'Scotcash' brand. Customers were given personal code numbers to activate the machines, similar to the modern PIN. They were also supplied with £10 vouchers. These were fed into the machine, and the corresponding amount debited from the customer's account.

Interesting things about the ATM

From ATM, not only money but gold can also be withdrawn. The first gold-plate extracting machine was installed in the lobby of Emirates Palace Hotel, Abu Dhabi. There are 320 types of gold items could be withdrawn from this machine.

The first floating ATM was installed in Kochi, Kerala. This ATM machine was installed by State Bank of India. It was supervised by the Kerala Shipping & Inland Navigation Corporation (KSINC) Company.

World's highest ATM is placed in Nathu-La. Its height is 14,300 feet above sea level. It is operated by Union Bank of India. This ATM is installed for Army personnel, who are posted on Indo-China border.

In Brazil, biometric ATM is used to make banking transactions and passwords safer. The user has to first scan the fingers at these ATMs.

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