

DAT257/DIT143

INDIVIDUAL REFLECTION W7 + FINAL REFLECTION

ANTON OLSSON

19-10-24

W7 REFLECTION

THIS FINAL WEEK I've worked hard to polish the GUI and implement as many features as possible, in time for the final presentation. I've e.g. improved the look of the detailed trip screen, added an intro screen and made various layout enhancements. In order to get complete leg data (i.e. coordinates for every turn) for the trip itinerary, I've also done some back-end work and implemented API calls for that (unfortunately, Västtrafik's API is unreliable when it comes to those calls, for some reason). I've also made some very needed bug fixes, although I feel I should have spent some more time on this before the presentation. Altogether, this means I've worked quite vertical this sprint, something that's quite hard to accomplish in practice, given how people tend to have different talents and interests. Unfortunately, I've had some problems with Android Studio and Git, which blocked me a bit from not accomplishing more.

DURING THE PRESENTATION/FAIR I feel like I was also quite active. Although I didn't speak during the presentation, I spoke to quite a few "guests" at our table afterwards and answered questions.

FINAL REFLECTION

AS FOR DELIVERABLES, I've spent quite much time on this project. I've done a big part of the GUI and the corresponding logic, but also made small back-end implementations. I was active in making the design model and in the layout sketches of the app. I've been quite active on our scrum board and tried hard to always work on tasks and user stories defined there, to assign effort and deadlines to the cards, and updating them as they get finished. I've also tried to ensure that the other group members always are working on cards in the scrum board. I've tried to ensure my code quality is high (e.g. small, well-defined methods, descriptive names of symbols and generally good OO-practices).

I've also helped my team members out with technical problems a few times, during meetings or on Slack.

I'M GENERALLY QUITE SATISFIED with the project, although I had something much larger in mind when we started (I tend to be a bit unrealistic when it comes to projects like these). There are definitely areas where I could've done better. For instance, writing more tests for my code. The lack of automated tests started to

really come back to bite us in the form of bugs, when the project had grown to a certain size and complexity. I could also have written more comments in my code. I also regret not working on peer reviews/pull requests, even though we said so in the social contract. Should I start the project over today, when the negative side effects of these missing components are felt the most, implementing them would be imperative.

Finally, although I'm steadily learning Git better, I'm still a long way from feeling truly comfortable with it, which is a little disappointing. However, I know I'm not alone in finding it a complex system.

OVERALL, IT'S BEEN FUN to work on this project and I've learned extremely much in a short time.