Weekly report for week ending 2/10/2019. Created 11 stories for Azure DevOps in class and created the timecard and weekly report documents. On Friday after work, an attempt was made to clone the project from home but kept receiving an authentication error, despite using the correct user name/password. Tried deleting credentials in Credential Manager for azure and retry, but no success. On Sunday during the team meeting, for some reason we could only clone them on the computers in the classroom and not in any other computer lab. Much of the meeting time was spent trying to clone the project. Using the command prompt with git commands did not resolve the problem either.

Weekly report for week ending 2/17/2019. Resolved issue with pulling the project from home. The team agreed to change the project to a sports team league application. New storied were created for the new project. I was unable to make the weekly team meeting on Sunday as I was out of town for the weekend.

Weekly report for week ending 2/24/2019. Significant progress was made with pair programming. One story was completed and all that remains is the algorithm for the schedule and all stories will be complete. Was unable to update the time sheet or weekly report from VS2013.

Weekly report for week ending 3/3/2019. . Had a customer review on Thursday and added an additional story for the project. Completed assigned task and one of the stories. Performed peer programming and made good progress on the main function for the second of three stories in the 2nd iteration. This Sunday was peer programming for 3 hours.

Weekly report for week ending 3/10/2019. Performed pair programming on Sunday. Fixed a bug with the addLeague() function and assisted team with debugging other bugs.

No report for week ending 3/17/2019 – Spring break. Did an individual code review to suggest bug fixes and implementation of the addTeam() and removeTeam() functions. Some of the bug fixes are simple such as the use of a while loop instead of a for loop. These items will be discussed during our team meeting on 3/19/2019.

Weekly report for week ending 3/24/2019 – Added 5 more stories to start the 3rd iteration. Participated in peer programming on Tuesday night, and Sunday. Assisted in the implementation of generate league function.

Weekly report for week ending 3/31/2019 – Team meeting was reschedule from Sunday to Thursday. Debugged and corrected generate schedule feature. A bug that was previously corrected re-appeared but was corrected again on Thursday evening. It was the common case of being off by 1.

Weekly report for week ending 4/7/2019 – Performed code review as the author of the saveData() class, and IDataIO interface with applicable main function calls. Identified problems with the code. After the review, changes were made to improve the saveData class() and the class now writes the test.xml file correctly.

Weekly report for week ending 4/14/19 Performed code review on Tuedsay as the author of the saveData() class, and IDataIO interface with applicable main function calls. Identified problems with the code. After the review, changes were made to improve the saveData class() and the class now writes the test.xml file correctly. Performed code review as moderator on Thursday with functions in the main. Thursday was in class code review and on Sunday assisted in debugging the load xml function.

Weekly report for week ending 4/21/19 – Finished the iteration which required loading and saving data from a file. Refactored the savexml() function to assist in completion of the loadXML() function. Had trouble with git during the iteration meeting. Simply pulling and the saving again with no changes resolved the issue. Note for future - do not update timecard/reports on Thursday before presentation.

Weekly report for week ending 4/28/19 also including 4/30/19 – Performed peer programming with team on Tuesday night (4/23/19) as well as some refactoring to remove unused functions. Wrote load from .csv class to use the IDataIO interface, as well as the unit test for the class. April 30, 2019 was our last team meeting. Again performing peer programming to finish the iteration for the final release on Thursday.