

Team Headline Grabber

Reflection on Sprint 2

What I planned to do

1. HG35 (Completed)- Added --interactive option for displaying interactive menus for preference selection for users who prefer a more GUI-like experience.
2. HG39 (Completed) - Added implementation for giving a user who is using --interactive mode the option to select new options and rerun the pipeline after a report is generated.
3. HG40 (Completed) - Implemented a unit test on interactive mode.

What I did not do

Nothing

Issues I faced

Implementing user stories HG35 and HG40 and making them work with a library that is Platform-Independent

Files I worked on

1. headline_grabber\src\headline_grabber__main__.py
2. headline_grabber\tests\test__main__.py

What I accomplished

I successfully implemented and enhanced interactive features allowing users to interactively select their preferences through a menu, offering a more GUI-like experience. Further refining this by enabling users to select new options and rerun the pipeline after generating a report, enhancing flexibility and usability. Finally, writing the unit test to ensure that the interactive mode functions correctly, verifying that user interactions and preferences are handled as expected.