Group Report: #4

*Submitted by*

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1. Brief description of the functionality that your system provides and what it does not do, i.e. does it meet the specification, are there some bits missing or bugs outstanding. How did you extend the core requirements?
2. UML class diagram(s) showing the associations between the classes, and the contents of each class – possibly not both in the one diagram.
3. Details about how you developed your program using agile processes. What features did you include in each iteration? Which agile techniques did your group use?

Our group folllowed Agile Methodology and we decided to have Sprint Release.So we created issues and people had the flexibility of choosing the task of their own.Initially in Sprint 1 we did our offline task.Then we created Sprint 2 and Sprint 3 on the GitHub.

Features we accomplished in Sprints.

Sprint 1 : UML diagram discussion , Task allocation

Sprint 2: - Applying MVC patterns to the code and remodifying the GUI

- Implementing Threads and Queues.

- Implementing logger using Singleton.

Sprint 3: - Worked on implementing merging the threads to GUI

- Displaying enqueue and dequeue on GUI

- worked on Extended functional requirements

The techniques we used were Sprint Release,Sprint Retrospective ,Scrum Standup meetind and User stories(Wiki Page)

1. Explanation of how and where threads are used in your application.
2. Explanation of how and where design patterns are used in your application.
3. Sample screen shots.
4. Brief comparison of your development experiences in Stage 1 and Stage 2 Did plan-driven or agile development work better for your group? What problems did you encounter, and what might you do differently next time?

Earlier in stage 1 we adopted Planned iterative method .As a group we started our design with UML diagram .We didn’t start the coding part before the having the proper design.Made corrections in the Class diagram,Activity and Sequence diagram.Made sure we had all the design first ready.And then we divided the work equally as activities.

Our group was disadvantaged by the 5th member leaving on the deadline without no prior warning and thus not contributing to the group. But we managed to divide the work without an hesitation.

Each of us working on different branch and we tried to commit the working copy.Unfortunately,at the last moment when we tried to merge the code for integration we coudn’t do that and we ended up with errors.But we managed to submit the working copy of our code from one of our individual development branch.

Hence ,for stage 2 we adopted Agile method in which we planned for *Sprint Release,Scrum Standup Meeting ,Retrospective and Usage of Wiki Page as User Stories*.Initially,we did our sprint 1 task as an offine work .We started with UML diagrams and started planning about the tasks.Each of us took a task and tried to commit but we couldn’t do it properly.We then realised we have to log them properly.We had Retrospective meeting and discussed about the errors also about how we can proceed further.

Then we created Issues through GitHub and worked on assigning ourselves to the Issues.Also had Scrum standup meeting everyday and each member discussed about their current task,if any impediments and wat we plan to do next.This time our work went on smoothly .It was flexible enoygh for us ,people choose their own tasks to work on.We can able to release sprint 2 of working copy as we planned .Then we moved on to Sprint 3.

Overall, we found implementing Agile methods to our application made our functionality work better.We can able to distribute and discuss all the isssues and work on rather using planned iterative development.