Sprint #2

3Blockz

3Blockz Development
Team F
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Project Introduction

The 3Blockz Development team set out to create a series of code generation tools to be implemented as a plug in for Code Blocks.

The tools set out to be designed were:
- Empty Hash Generator
- Equality Overload Function Generator
- Getter/Setter Member Function Generators
- Class Builder Generator (using the builder pattern)

Software Description

Empty Hash Generator:

- Generates a hash for the specified object of the defined class type.
- This tool is to generate an appropriate hash based on object's member values.

Software Description

Equality Operator Overload Generator:

- The team set out to make an equality function generator
- The plugin would take in the inputs for a specified object and generator an overloaded equality operator for that object

Software Description

Getter/Setter:

- This aspect of the plugin was to generate member functions for the specified object.
- The user would simply input the object desired and the necessary variable names needed and the code would generate the expected member variables

Software Description

Builder:

- This tool generates a code for a new builder class
- Builder pattern allows the user to build new instances of objects easier than using a polluted constructor.
- Will be able to call individual functions to set different parameters which either may be optional or required once the user is done they may call the build function which will validate all of the parameters and build the object instance.
- This will use call cascading: where every setter member function will return a reference to itself

Sprint #2 Plan

❏ Equality Generator and the Hash generator implementation added to the menu system.
❏ UI connected to the tools
❏ Testing for the tools done

Work Completed

✔ Equality Generator and the Hash generator implementation added to the menu system.
✔ UI connected to the tools
✓ Testing for the tools done

However, implementing the code to the buttons was an issue.
Also, reinstalling the plugin was not a smooth process.

3 Things Done Well

1. Start early - Designate tasks early in the sprint

2. Work often - After most classes we were in the lab working for a few hours

3. Focus on what needs done

3 Things To Improve

1. Prioritize - Tasks that should have been done will be higher priority

2. Fix known issues early or when discovered

3. Communication

Implementing Improvements

- Communication

- Priority and assignment distribution

- Work early and often

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