

Team Composition

Team 1

Cameron Rothwell Dejan Tisma & Joshua Turner Team 2



Joe Small **Team Leader**

Presentation Overview



What were our plans for this iteration?

04
RESULTS

What's changed?



What do we hope to accomplish in this iteration, and what are the major risks?

05
ITERATION SUMMARY

Did we meet goals and their associated time estimates?

03 STRATEGY

How do we intend to accomplish our goals and mitigate the risk?

06
LOOKING FORWARD

What are our plans for Iteration 5?



LOOKING BACK



DISPLAY VISITS

Display a list of a patient's previous visits



REFACTORING

Refactor existing code to follow design patterns and eliminate inefficiencies



BUG & FEATURE FIXES

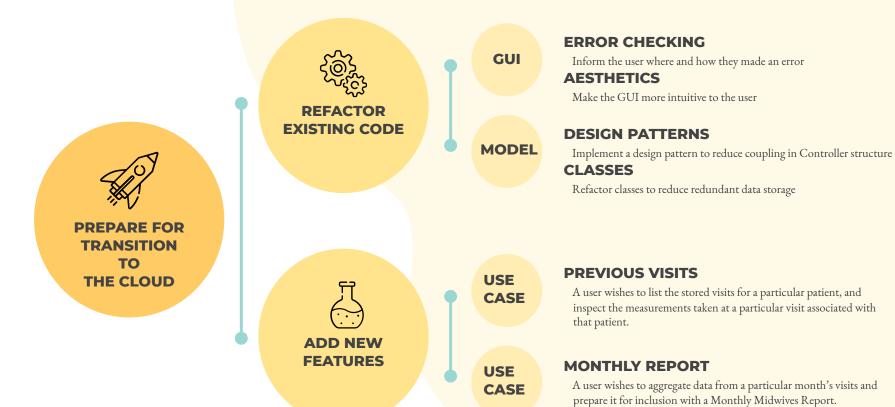
Implement better error checking & provide a more intuitive GUI



PREP FOR THE CLOUD

Wrap up project in preparation for transition to GCP

ITERATION GOALS



ITERATION RISKS



DESIGN PATTERNS ARE:

- a relatively new concept to the team
- possibly time consuming to implement with existing code

THERE'S THE POSSIBILITY THAT:

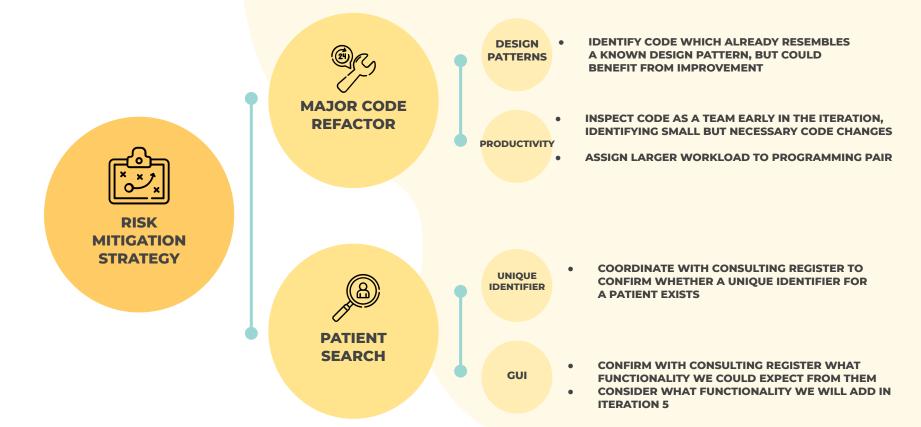
- there are lots of loose ends from previous iterations
- limited access to resources may inhibit productivity

NO UNIQUE IDENTIFIER FOR PATIENTS

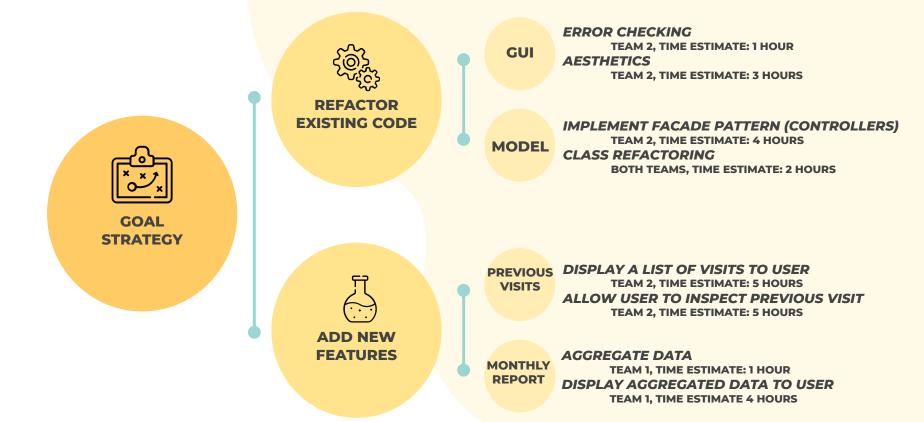
- Current code relies on search returning a single object
- No field which can guarantee returning a single object

OUR GUI DOES NOT SUPPORT MULTIPLE FIELD SEARCH

STRATEGY

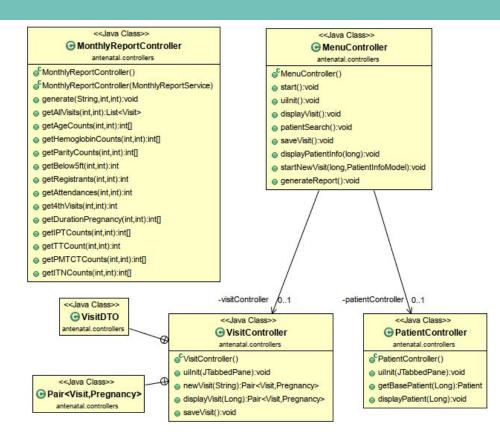


STRATEGY



RESULTS: CONTROLLER REFACTOR

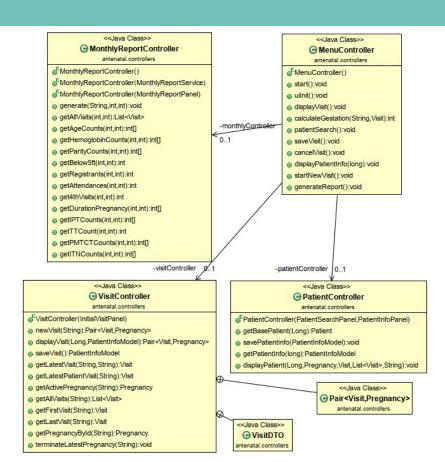
- Three "subcontrollers" used to perform actions on behalf of the user
- from View and delegates actions to the appropriate subcontroller
- MenuController has single
 VisitController and PatientController
 for entire lifecycle, but a new
 MonthlyReportController object is
 created for each call to
 generateReport()
- Subcontrollers also call on one another to perform certain actions and are tightly coupled
- Would benefit from refactor into a Facade or Mediator pattern



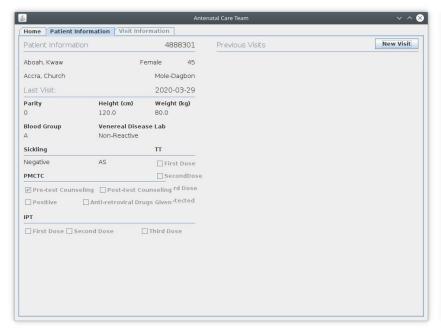
RESULTS: CONTROLLER REFACTOR

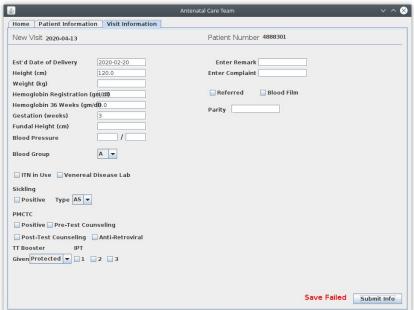
FACADE PATTERN

- The **Intent** is to wrap a complex subsystem into a simpler unified interface, which makes the subsystem easier to use
- MenuController takes the role of the facade, taking input from the View and delegating operations to the subsystem.
- Similar to existing code, but now the subcontroller objects exist for entire lifecycle of the MenuController.
- Flavors of the Mitigator pattern?
 - New functionality provided by MenuController. Not just a simple facade.
 - Subsystem still loosely coupled with varying independent interaction.



RESULTS: GUI REDESIGN





PATIENT SCREEN

FRROR CHECKING

DEMONSTRATION

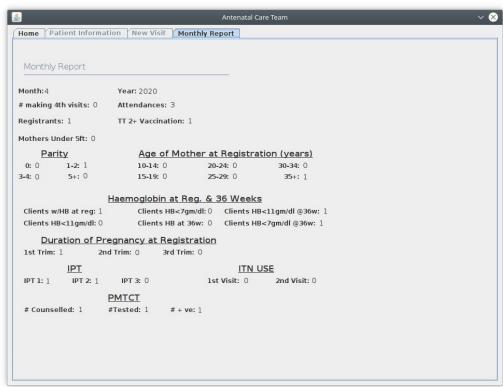
- Display Visits Use Case
- New, intuitive GUI
- Error checking & verbose messages



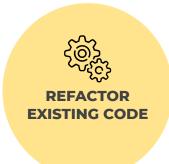
RESULTS: MONTHLY REPORT

- Previously saved aggregated data to disk in either CSV or JSON format.
- Option to save data to disk still functional, but now the report is also displayed to the user in the GUI's **Monthly Report** tab





ITERATION SUMMARY: GOALS MET



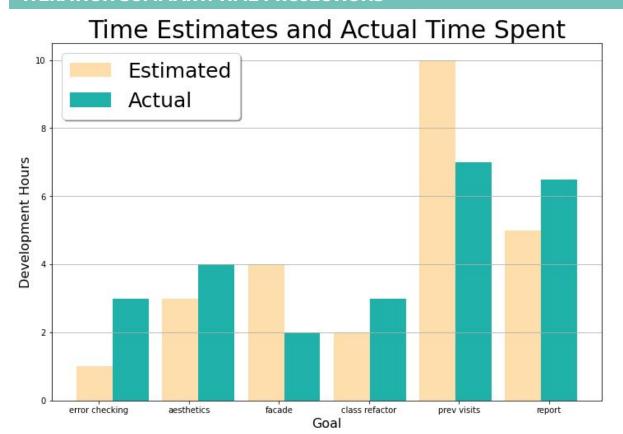
Teams successfully refactored code to meet **GUI goals** of adding **error checking** and **improving aesthetics**, and the **Model goals** of implementing a **design pattern** and **refactoring** the **domain classes**.



Both new features were implemented, adding functionality to complete the Previous Visits & Monthly Report use cases.



ITERATION SUMMARY: TIME PROJECTIONS



TOTALS

ESTIMATE: 25 hrs ACTUAL: 25.5 hrs



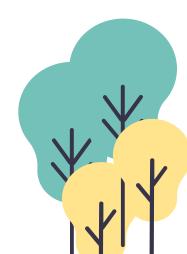
LOOKING FORWARD



The team is comfortable with the functionality, design, and implementation of the application and ready to focus on transitioning to Google Cloud Platform and Postgres.

We plan to proceed in Iteration 5 based on feedback to the work done on this iteration.





QUESTIONS?

