



# UNIVERSITY OF MALAYA

*The Leader in Research & Innovation*

**BACHELOR OF COMPUTER SCIENCE / BACHELOR OF INFORMATION TECHNOLOGY**

**ACADEMIC SESSION 2020/2021: SEMESTER II**

## **Data Structure Assignment (WIA1002)**

### **Managerial Report**

**Group Name:**

**We Love Cats**

LOH YEN SHEN (U2005260)

TAN YI YUNG (U2005295)

KHOR HEW J (U2005358)

DARYL GAN EN-WEI (U2005414)

**Project: Bugs Life**

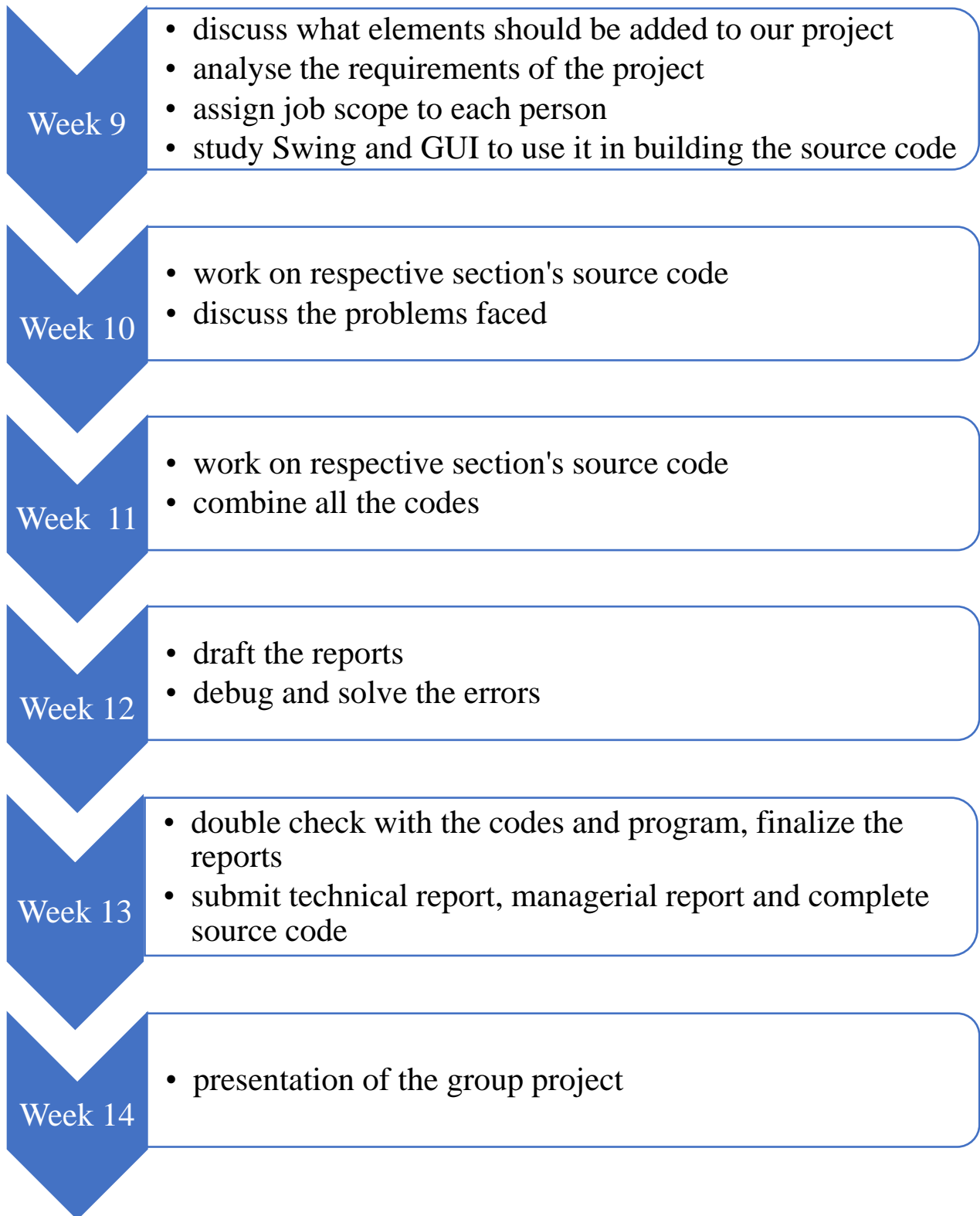
## Formation of Group:

<b>Group Members</b>	<b>Matric Number</b>
Loh Yen Shen	U2005260
Tan Yi Yung	U2005295
Khor Hew J	U2005358
Daryl Gan En-Wei	U2005414

## Assigned work:

<b>Group Members</b>	<b>Assigned Task</b>
Loh Yen Shen	- backend coding - additional challenges
Tan Yi Yung	- GUI - additional challenges
Khor Hew J	- GUI - report writing
Daryl Gan En-Wei	- GUI - report writing

## Project Timeline:



## **Problems and Solutions:**

Firstly, since we had decided to implement GUI into our project, we had to do it with Swing. The biggest problem, naturally, is that we had to learn about Swing. It was a struggle at first, especially when we just started to learn about Swing as it is a totally new world and completely out of our syllabus. However, no challenge is impossible to overcome and after some time of learning about Swing, we started to understand it better and was able to implement it into our source code. In the end, we have learned how to write GUI programs using Swing, which will be useful for us in the future.

Secondly, we had to connect our database, MySQL to our source code as our project requires us to use database which stores all the information of the reported bugs. It was a little troublesome as all of us had not worked with database prior to this project. However, through some time and effort we spent on researching how databases work, we were able to link both the database and source code.

Lastly, we were puzzled on how to implement the undo/redo feature that was needed in our project. After some clarification from our question handler through GitHub, we discussed on Microsoft Teams and distributed the backend programming task along with the GUI needed for this feature among our members. In the end, we were able to successfully implement this feature.

From the task, we learned how to cooperate with one another to build a good program and realized that teamwork is highly essential in a group in order to complete a task, especially when we were unable to meet each other face-to-face in this pandemic. We also increased our knowledge in programming and learned how to build a user-friendly program. All in all, we really appreciate this project assignment which had enabled us to learn a lot of new things and get to know each of our groupmates even better. Thank you.