

## Self Assessment (Spring Semester)

Evan DiFilippo

### Part A:

My contribution to the team involved two aspects: team management and software engineering. The team management aspect of my contribution involved staying on top of deadlines and ensuring that we were keeping pace with the project throughout the semester. The contribution also included ensuring assignments were completed before the deadline, to ensure the team was continuing to progress. The software engineering aspect involves writing code, testing, and ensuring our requirements are met. The code that I wrote for the project involved the entire database, home page UI, home page database interaction, chart page UI, chart page prediction model, chart page database interaction, history pages UI, history pages database interaction, automatic workout tracking UI, automatic workout tracking computer vision, automatic workout tracking database interaction, setting page UI and setting page database interaction. The testing was done by periodically (every three days or so) testing the different components of the application to ensure bugs were found quickly and handled appropriately. Ensuring our requirements were met was done by ensuring the team was aware when any requirements were changed and continuing to reference the requirements throughout the project.

One of the skills I identified in my previous self-assessment was being able to efficiently and effectively work with large programs. The skill of working with large programs was increased by doing this project because I got to work with a large project in comparison to other programs that have been made for classes in the past. Adding to my experience will certainly be beneficial in my future endeavors. Another skill I identified was the ability to diagnose and fix bugs. My bug-fixing skills increased because there were a few bugs that appeared during the

project, and the work to diagnose and fix them helped add to my experience of doing so. One final skill I identified in my initial self-assessment was being able to test programs and code changes. There was a significant amount of testing required for this project, and the experience gained is substantial and will be tremendously beneficial down the road. I learned a lot throughout the project, but two big items were learned: how to manage a team and how to adjust requirements throughout a project. The management of a team is something I had limited experience with before the senior design project, and the design project allowed me to fully experience the role and have a better understanding of how to be successful at it. Making adjustments to requirements throughout a project was something I have witnessed; however, I have limited experience adjusting requirements myself, and the senior design project allowed me to do so.

The biggest success of the project was the experience gained by creating an application trying to fulfill a need in the market. The experience will most certainly be beneficial in any endeavor I pursue. Another big success was the finished product; the product was able to achieve the requirements we desired and became something that we wanted when we started in the fall. The obstacles of the project were mainly time; the reason for time being the obstacle is we had several great ideas to add to the project; however, due to us not having the amount of time to fulfill all the ideas the scope had to be limited.