

# CSE 216 Project Manager Report: Phase 4, Team Lyle

**List your team members, providing name, email, and role for this project.**

Lizzie Shaffran, ehs219 -- Project Manager

Kelli Frank, kdf219 -- Web

Emily Weston, ebw219 -- Android

Tamara Johnson, tj218 -- Backend

Sunny Berrios, sfb219 -- Admin

## Back-End Server

**Describe the OAuth implementation for the back-end. How much code is duplicated for the web and Android apps?**

The code for OAuth in the backend is fairly simple with code to receive from web/android and code to push to google to authorize and then pushing information back to web/android. Not much code is duplicated from OAuth backend to web/android but between Web and Android a lot of the code is similar.

**Is the back-end code appropriately organized into files / classes / packages?**

There were no new files or packages, just methods added to the code in App.java.

**Are the dependencies in the pom.xml file appropriate? Were there any unexpected dependencies added to the program?**

There were some dependencies added that were necessary for the OAuth but they were not unexpected.

**What was the biggest issue that came up in code review of the back-end server?**

The biggest issue was having the code actually compile. There was some confusion with the differences in codes on the Google website so that may have had a play in the compiling.

**What technical debt do you see in the current back-end server implementation?**

The compiling will be an issue and just ensuring that the backend can complete the verification that android and web need.

### **Describe any refactoring that was performed to reduce technical debt from the last phase**

Changing what was done from last phase was commenting out a lot of overlapping methods or methods that weren't being called or were never going to be called.

### **How did you test the back-end OAuth?**

Testing could not be completed because the final code couldn't compile.

## **Web Front-End**

### **What approach was used for the web's OAuth flow?**

One-time authorization

### **Is the web front-end appropriately organized into files / classes / packages?**

Yes

### **Are the dependencies in the package.json file appropriate? Were there any unexpected dependencies added to the program?**

They are appropriate and there is nothing unexpected

### **What was the biggest issue that came up in code review of the web front-end?**

There were some concurrency issues but they were resolved

There were some issues with other group members not doing their part on time so there wasn't a lot to build on

### **What technical debt do you see in the current web front-end implementation?**

Since we only did one-time authorization, that is going to have to be rewritten when we have to use the refresh token

### **How are you testing the web front-end OAuth?**

Tried to sign in with all the different use cases we could come up with

## **Android App**

**What approach was used for the Android app's OAuth flow?**

One-time authorization

**Is the android app appropriately organized into files / classes / packages?**

Yes

**Are the dependencies in the build.gradle file appropriate? Were there any unexpected dependencies added to the program?**

The dependencies are appropriate. We didn't realize we would need firebase and struggled to get google play services and firebase dependencies to work together.

**What was the biggest issue that came up in code review of the android app?**

The profile page is not functioning.

**What technical debt do you see in the current android app implementation?**

The observer pattern was not implemented so that will be something for people to catch up on in the next phases.

**How are you testing the Android OAuth implementation?**

By looking at the logs in the android monitor in android studio to see the status and logging into the app

## **Admin App**

**How did your admin developer take advantage of this sprint to reduce technical debt?**

Dropped columns in the user table that are no longer needed and commented out code that was no longer relevant to this phase.

## **Project-Wide**

**Describe any ways in which your team has become more or less effective over time?**

We are getting better at all of the different roles so we are able to help each other understand the assignment and the code that is already written.

### **How well did your team estimate effort?**

I think we did a lot better than other phases because we started earlier. We realize that these assignments take a lot of time so we are putting in more effort and starting earlier so we are able to ask questions and understand it. Some people were not able to finish, but overall most of us have been working on their part since it was assigned.

### **What techniques (team programming, timelines, group design exercises) did you use to mitigate risk?**

I tried to get everyone to let the group know when they think each part of their code will be done by, but that didn't really work out. The best thing we did was all meeting together and working on it in the same room. It works best because any time there is an issue or if someone is just unsure about something, they can ask the rest of us and we can figure it out together.

### **Were there any team issues that arose?**

People not being able to meet and not starting their part early enough. I think some people in the group are not putting in enough effort to get it done and keep the rest of the group updated. Our communication has not been very good.

### **Describe the most significant obstacle or difficulty your team faced.**

Understanding OAuth and how our code needs to change from last phase was difficult for us.

### **What is your biggest concern as you think ahead to the next phase of the project?**

A big concern is fixing all of the technical debt we had from this phase, especially in backend. There will be a lot to catch up on so we will have to start early to figure it out as soon as possible.