Immagine che contiene testo, diagramma, schermata, Diagramma

Descrizione generata automaticamente***SPRINT 3 REVIEW  
 BURNDOWN CHART***

***NEW ESTIMATED VELOCITY***

The sprint velocity was 56. This velocity was the appropriate one for the team's capabilities, as we were able to complete all the user stories set for this sprint by falling perfectly within the scheduled time.

***IMPLEMENTED FUNCTIONALITY***The following features have been successfully implemented:

* Creation of fileTrigger existence and size.
* Creation of ExitValueExternalProgram Tirgger.
* Implemented the functionality to define sequences of actions for rules.
* Implemented the functionality to use logical operator for combined triggers.
* Creation of integer counter and Management.
* Creation of counter operations: Set, Add, Add to Another Counter.
* Creation of Triggers on counters for comparison operations.
* Implemented the functionality of replacement variables to insert counter values into strings.
* Implemented the functionality to do several actions at the same time.
* Implemented the functionality to modify the rules.

100% test coverage for the implemented functionalities. Thanks to the group review of the code, readability and functionality improvements were then made to the main through the creation of utility classes.

***ISSUES ENCOUNTERED AND RESOLUTIONS* Issue:** Do not block trigger control after a checkTrigger() of ExternalProgramTrigger**.  
 Resolution:** Using a Runnable class, a flag to indicate whether a program is already running and a flag for the result of the last execution. A maximum of five different external programs can be launched to avoid causing problems for the program.  
 **Issue:** Creations of action sequences and triggers composed of logical opractions. **Resolution:** Using the composite pattern.

**Issue:** Several action at the same time.  
**Resolution:** Use of an "ExecutorService" object that creates a thread pool allowing the simultaneous execution of up to ten actions.

***NOT IMPLEMENTED FUNCTIONALITY***

The only user story in the product backlog (not present in the sprint backlog) was, as expected, the implementation of the GUI.

***SPRINT 3 RETROSPECTIVE***

Immagine che contiene testo, schermata, invertebrato, design

Descrizione generata automaticamente ***Starfish Diagram***