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|  | | Sprint Report | | | | |  | |
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|  | | | | Book loan management project  By Eugene ETOUNDI II |  | | | |
|  | | | | 30/11/2023  —  SOFTWARE ENGINEERING PROCESSES  —  Supervised by JOSÉ ANTONIO GALLUD LÁZARO |  | | | |
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# Introduction and Objectives of the Project

As part of the Software Engineering course, I have undertaken the development of a sophisticated Loan Management Web Application. This project addresses the intricate requirements associated with managing loans of books in a seamless and organized manner.

The primary focus of our application is to streamline the processes related to the borrowing and lending of books within a library or similar facility. The system will cater to the needs of both users seeking to borrow books and administrators responsible for overseeing the lending process. By leveraging cutting-edge technologies and following industry best practices, I aim to deliver a robust and scalable solution that meets the highest standards of software engineering.

Key Features:

* User Management: Efficient handling of user registrations, logins, and profiles to ensure a personalized experience.
* Book Catalog: A comprehensive cataloging system that allows administrators to manage books, their availability, and associated details.
* Loan Processing: Simplified procedures for users to request loans, and for administrators to approve and manage loan requests.
* Notifications: Automated notifications to users for loan approvals, due dates, and other relevant updates.

Through this project, I aim not only to develop a functional loan management system but also to hone our skills as aspiring software engineers, ready to contribute to the technological landscape. I invite you to embark on this journey with me as I explore the intricacies of software engineering in the development of our Loan Management Web Application.

# Sprint reports

## Sprint 1: Title

### Sprint prep meeting:

#### With the product owner: objective/user stories/acceptances tests

* Objective:
  + The objective of Sprint 1 is to implement the initial version of user management functionality, focusing on core features that allow basic user interactions.
* User Stories:
  + As a new user, I want to be able to register with a nickname to access the system.
  + As an existing user, I want to log in using my registered nickname.
  + As an administrator, I want to retrieve a list of system users.
  + As an administrator, I want to check if a user is active.
  + As an administrator, I want the ability to delete a user by their nickname.
  + As a developer, I want to perform various queries related to users for system maintenance purposes.
* Acceptance Tests:
  + User Registration:
    - Scenario 1: User successfully registers with a unique nickname.
    - Scenario 2: User registration fails if the nickname is already in use.
  + User Login:
    - Scenario 1: User successfully logs in with a valid nickname.
    - Scenario 2: User login fails with an invalid nickname or password.
  + Retrieve User List:
    - Scenario 1: Administrator successfully retrieves a list of users.
    - Scenario 2: Retrieving the user list fails for unauthorized users.
  + Check User Activity:
    - Scenario 1: Administrator successfully checks if a user is active.
    - Scenario 2: Checking user activity fails for unauthorized users.
  + Delete User:
    - Scenario 1: Administrator successfully deletes a user by nickname.
    - Scenario 2: Deleting a user fails for unauthorized users.

#### From the team: detailed estimated tasks/hours

* User Management Module Setup:
  + Set up the initial structure for the user management module.
  + Estimated Hours: 4
* User Registration and Login Implementation:
  + Implement the functionality for user registration and login.
  + Estimated Hours: 12
* Retrieve User List Implementation:
  + Implement the functionality to retrieve a list of users.
  + Estimated Hours: 8
* Check User Activity Implementation:
  + Implement the functionality to check if a user is active.
  + Estimated Hours: 6
* Delete User Implementation:
  + Implement the functionality to delete a user by nickname.
  + Estimated Hours: 8

### Development of the sprint:

* Testing with Jasmine:
* Test Automation Setup:
* Configured Jasmine as the testing framework for automated testing.
* Set up test suites and specifications to organize test cases.
  + Unit Testing:
* Conducted unit tests for individual components of the user management module.
* Ensured that functions like user registration, login, retrieval, and deletion were tested in isolation.
* Diagram:
  + Class Diagram:



* + Architecture Diagram:

A diagram of a computer

Description automatically generated

### Meeting at the end of the sprint:

#### Review (with the product owner): show the increase

* Present the functionality allowing users to register with a nickname and log in.
* Highlight any additional features or improvements made based on the teacher's input.
* Demonstrate the ability to retrieve a list of users, check user activity, and delete users.
* Address any questions or concerns raised by the teacher regarding these operations.

#### Retrospective (of the team): sprint burndown is discussed

* Display the Sprint Burndown chart depicting planned versus actual work completed throughout the sprint.
* Discuss the team's achievements during the sprint, such as completing planned tasks and meeting objectives.

## Sprint 2: Title

1. Sprint prep meeting:
2. **With the product owner: objective/user stories/acceptances tests**
3. **From the team: detailed estimated tasks/hours**
4. Development of the sprint:

Explain some of the development of the sprint: test, communication diagram of the design

1. Meeting at the end of the sprint:
2. **Review (with the product owner): show the increase**
3. **Retrospective (of the team): sprint burndown is discussed**

## Sprint 3: Title

1. Sprint prep meeting:
2. **With the product owner: objective/user stories/acceptances tests**
3. **From the team: detailed estimated tasks/hours**
4. Development of the sprint:

Explain some of the development of the sprint: test, communication diagram of the design

1. Meeting at the end of the sprint:
2. **Review (with the product owner): show the increase**
3. **Retrospective (of the team): sprint burndown is discussed**

# Attachments