Project Log - An abstract implementation of a auction house system

INF-2C Software Engineering 2018-19: Coursework 3

Team:
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Task:
This project log should contain an entry for each day you spend a significant time on the coursework. It should contain the following elements.

Plans What are your plans for completing the project? What activities are you going to do when? What times do you have available? As the project progresses, you can make plans for how you are going to complete the next individual tasks you have to work on.

Achievements Describe what you have achieved through each day you put in time on the coursework. Summarise outcomes of meetings with your partner. Note how much time you are putting in.

Reflection Has everything gone to plan or not? Were you optimistic or pessimistic? Did unforeseen issues come up? Are there ways in which you could improve your own pattern of work or your pattern of work with your project partner? How is your understanding evolving of the concepts involved in the coursework? Have you resolved issues that were puzzling you? Do you have new questions you need to find answers to?

Be sure to consider including remarks on working practices you experiment with. See Section 4.1.

Do not include details of design and implementation decisions in your log. Instead, refer to your report for this information. However, note that generally it is appropriate to include such information in project logs.

Your project log is expected to be no more than 2 or 3 pages. You can edit your project log in order to improve ease of reading and keep it to length.

Mention in your project log the overall time you have spent on this coursework and give some idea of how this broke down into different activities.

06/11/2018 (Tues)

Plan: Read all explanations of how to properly do coursework 3, download all the given skeleton files, closely look at the skeleton and interface codes and understand them.

Achievements: Read the given PDF twice, downloaded, read and understood all the given codes. Took me 2 hours approximately.

Reflection: Successfully did what I planned to do. Since I work alone on this project, the amount of work I need to do overwhelmed me and made me strongly feel that I need to put a lot more effort and time into this than I expected. So, I decided to put at least 2 hours each time I work on this project and write plans in more detail in order to be successful.

10/11/2018 (Sat)

Plan: Create and write some codes for singleton classes.

Achievements: Chose what IDE to use, configured the IDE for no use of tabs, created and wrote some codes for singleton classes: Auctioneer.java, Buyer.java, Seller.java, Lot.java. Took me 4 hours approximately.

Reflection: Followed the plan and also configured the IDE. I felt that I can be successful in this project if I follow my plans well.

14/11/2018 (Wed)

Plan: Read lecture slides and java documentations to learn how to write Javadoc comments properly.

Achievements: Did not read lecture slides but looked at java documentations and learned the rules for writing Javadoc comments. Completed Javadoc comments for Money.java. Took me 2 hours approximately.

Reflection: Did not read lecture slides as planned but learned how to properly write Javadoc comments and completed writing Javadoc comments for Money.java. Writing Javadoc comments was much easier than I thought.

16/11/2018 (Fri)

Plan: Finish writing codes for all the singleton classes and start writing codes for AuctionHouseImp.java.

Achievements: Finished writing codes for all the singleton classes. Started writing codes for AuctionHouseImp.java. Took me 3 hours.

Reflection: I believe there are more methods I need to write for the singleton classes. For example, for the class Lot, many methods are needed. I am not so sure of all of the methods needed at the moment, so I will add more methods as I progress. Because I understood the given interfaces very well and all the types such as Money, Status, writing the methods was not difficult.

18/11/2018 (Sun)

Plan: Write additional tests for AuctionHouseTest.java and MoneyTest.java.

Achievements: Finished writing additional tests.

Reflection: Because I was provided with example tests, it was not very difficult to write the tests. Because I do not have a partner, I won't be able to alternate who writes the code and who writes the tests, and therefore I may have missed a few tests, so I will spend more time on reading over and over AuctionHouseImp.java and checking if I missed any tests.

21/11/2018 (Wed)

Plan: Start to write the report and add loggings.

Achievements: Started to write the report. Started with UML diagrams and high-level descriptions. Also added loggings to my codes, especially to AuctionHouseImp.java.

Reflection: Since the report takes up a large part of the marks for this project, I want to contain all the required materials. I started with UML diagrams and high-level descriptions first. Also, I added loggings to places where I believe they are necessary. I added many loggings to AuctionHouseImp.java especially.

23/11/2018 (Fri)

Plan: Finish the report and check if you have to write more tests.

Achievements: I finished the report and read over all the codes to check if I missed any test.

Reflection: I read over the report more than twice and checked if I missed anything or made any flaw. Also, I believe I have written enough tests to successfully test the system.

26/11/2018 (Mon)

Plan: Finalise everything and get ready to submit everything.

Achievements: Closely read over all the codes I have written so far, the report and the project log.

Reflection: I believe I did my best and I will not have any regret.