

Week_8_pf

Depending upon your E-commerce Online Store project, consider the following:

- Which aspect of software development are you least comfortable with and why?

Coursera defines seven stages of SDLC:

Plan and Brainstorm
Analyze requirements
Design and mockups
Develop a code
Test the product
Implement and launch the product
Set up maintenance and operations

I am less comfortable with “Design and mockups”. My project was an e-commerce site. I was lucky because we could use a template. Somebody else did this work. I am not an artist or web designer, as a result I'm struggling to find the right image, put it in the right place, edit css and choose the correct color. I think that good design is 90% of success. An user gets an impression when they open the web page of an ecommerce application. In addition, images of products should also be right in shape and color. If the image won't be correct, a person will choose another product or worse, will go to the competitors. We did not discuss accessibility, but it is also quite important. Doing it wrong, we could lose our potential customers.

- Which aspect of software development do you most appreciate and why?

I am a professional developer. Even worse, a backend developer. Everything relating to coding amazes me. I enjoy writing code, writing unit tests and love to see how my program/application works in production. Correctly written code from my point of view is kind of art. Because technology changes over time, you have to learn, to keep up with new languages, frameworks and modern concepts. When something goes wrong, you need to find a problem, by debugging, by analyzing events and code. It trains the mind.

- What is your least favorite aspect of software development and why?

Probably when I develop a feature that my customer does not want. Not always I can iterate with customers. Sometimes a product manager stands in the middle. Or vice versa, when I am pretty sure that a feature I think is must, but again the product manager says: No. In addition, because of time constraints, we deliver code not well tested. I feel bad about that, but we have to deliver. Third aspect is a security hole. Even when we know that we have something wrong in our code, we cannot fix it. It requires a bureaucratic process that can take months.

Self reflection:

Suddenly I realized that our course came to the end. It was a very interesting and challenging course, even having experience I have learned a lot. Were moments when I changed my mind, my experience was wrong.

Next, evaluation of myself and my peers. Somehow I did not feel comfortable. I did not well a person, I did not see his code, work or did not pay enough attention. I have tried to do my best.

References:

Coursera (June 16, 2023). <https://www.coursera.org/articles/software-development-life-cycle>

Lucy Olenchuk (February 23, 2022). Why do people love coding?

<https://codegym.cc/groups/posts/672-why-do-people-love-coding-explaining-the-passion-for-profession>