

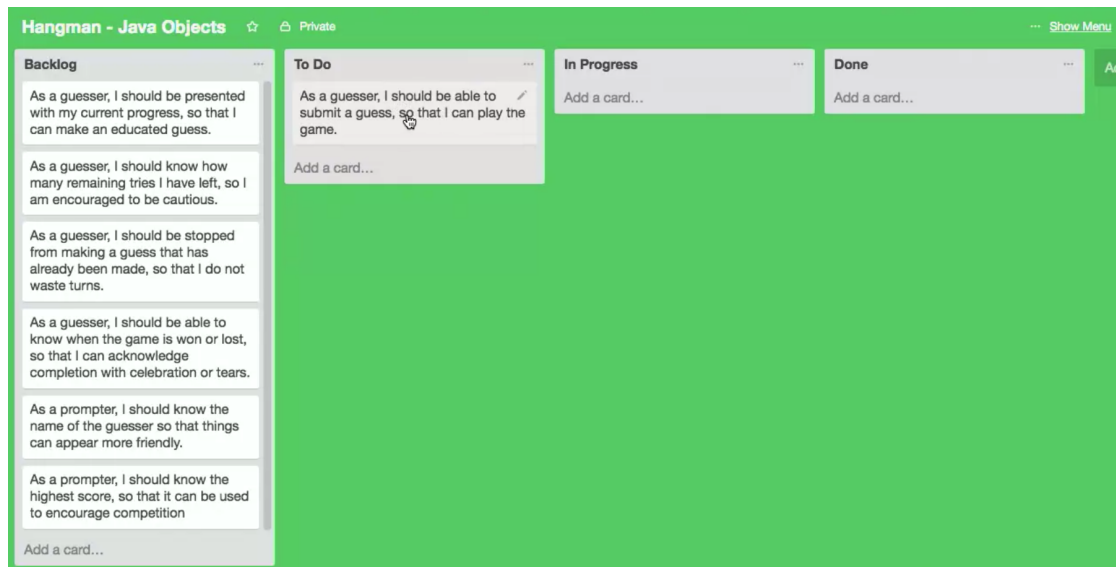
# Java Objects Part 3 Notes

Team Treehouse

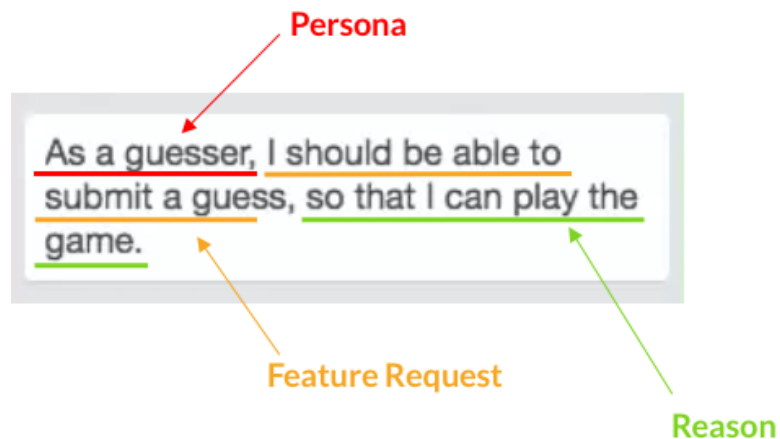
May 23, 2020

## 1 Planning the MVP

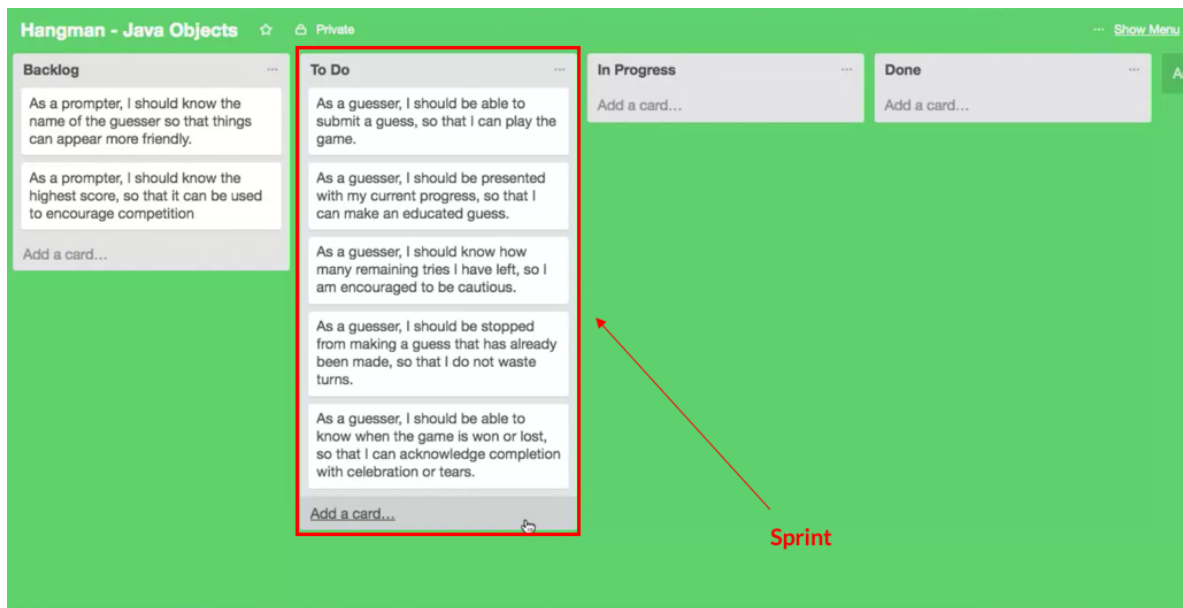
- Prioritized backlog of user stories  $\Rightarrow$  a common way of handling scope
  - Uses Kanban board



- Common format of a user story



- Sprint  $\Rightarrow$  Set period of time a list during which work will be completed and will be ready for review (i.e. By the end of the day, dun dun dun...)



## 2 Quiz 1

1. The set of software development practices we talked about exploring is called

- A. CS
- B. Bubble Sort
- C. Agile
- D. Brogramming

**Answer: C**

2. An MVP can be created by

- A. defining the minimum requirements to prove that the product is working as hypothesized.
- B. taking existing code and refactoring it so it is smaller and more compact
- C. minimizing the number of people working on the project so that the knowledge is with one person only

- D. coming up with every possible roadblock and feature that might occur and map it out on a Gantt chart

**Answer: A**

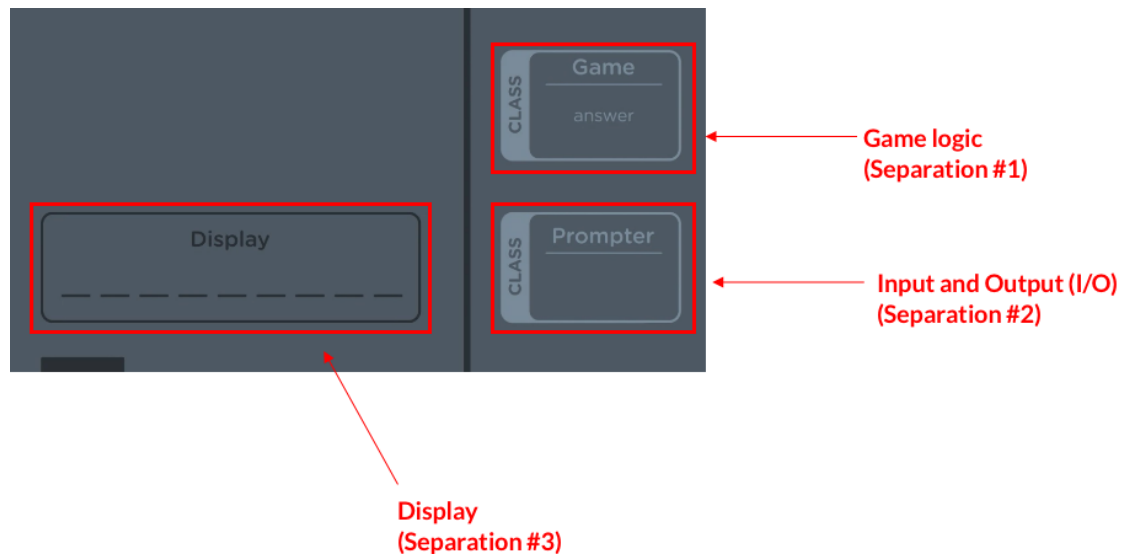
3. An MVP in our context stands for

- A. Mostly Verbatim Process
- B. Most Valuable Player
- C. Minimum Viable Product

**Answer: C**

### 3 Getting Started

- Separation of concerns heavily considered
  - The Goal is to make the code as reusable as possible, i.e. The same game logic should be applicable in desktop, website, phone in medium other than console



```
1 public class Game {  
2     private String answer;  
3  
4     public Game(String answer) {  
5         this.answer = answer;  
6     }  
7 }
```

```
6      }  
7    }  
8
```

Listing 1: Game.java

```
1    public class Hangman {  
2  
3        public static void main(string[] args) {  
4            Game game = new Game("treehouse");  
5        }  
6  
7    }  
8
```

Listing 2: Hangman.java