Inhalt

[Whole process 2](#_Toc121386437)

[Team building 2](#_Toc121386438)

[Write user stories 2](#_Toc121386439)

[Create github account 2](#_Toc121386440)

[Create public repository 2](#_Toc121386441)

[Development 2](#_Toc121386442)

[Different approaches 2](#_Toc121386443)

[Different branches 2](#_Toc121386444)

[Code documentation 2](#_Toc121386445)

[Create unit tests 2](#_Toc121386446)

[Add github action 2](#_Toc121386447)

[Add github artifact 2](#_Toc121386448)

[User stories 2](#_Toc121386449)

[Github Kanban 2](#_Toc121386450)

[Repository URL 2](#_Toc121386451)

[Github URL 2](#_Toc121386452)

[Usage of the software 2](#_Toc121386453)

[Insomnia 2](#_Toc121386454)

[Postman 2](#_Toc121386455)

[Github 2](#_Toc121386456)

[Springboot 2](#_Toc121386457)

[REST-Services 2](#_Toc121386458)

# Basic information

Authors: Adolf Nathalie, Gelbmann Andreas, Stranz Daniel

Github: https://github.com/ic21b066/WS2022\_SLM\_Proj.git

# Overall process

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## Team building

The team members agreed on equal payloads as good as possible, which means each member contributes to coding, architecture tasks and documentation. Minor tasks have to be acknowleged by all team members.

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## User stories

As the scope of the project is stated clearly and the team agreed on the conclusion that the coding part is rather simple, we decided to work with the basic form regarding user stories, though we share the same opinion, that in larger, more complex projects a deeper insight via more detailed user stories benefits the outcome.

## Github account and public repository

## As required a github-account was created and a public repository opened following the instructions provided by the course.

## 

## Development

### Different approaches

### In order to maximize the personal output we decided to not only follow the instructions by the course, but also to build on various documentations provided by the creators of the used tools and software, e.g.: spring.io, jetbrains.com, tutorialspoint.com

### Different branches

### After the needed knowledge concerning implementation skills was acquired the branch structure was remodeled. Naturally a dev and main branch have been part of the project since the beginning, some rather personal branches have been omitted throughout the implementation process.

### Ein Bild, das Text, drinnen, dunkel, Screenshot enthält. Automatisch generierte Beschreibung

### Code documentation

### As stated above the coding assignment was evaluated to be rather trivial and accordingly we only used the basic functions which are provided by the course and managed the task of the code documentation efficiently.

### Unit tests

## Due to the early start we could not implement a test-driven-development approach as it was introduced in a later stage of the course. Agreeing on the presented benefits of this approach we decided to put a fair amount of work into the unit tests, as they can also function as code documentation.

## Github action and artifacts

## Following the structure of the course the last steps in order to finish our project were implenting continuos integration and delivery via the github action platform ending in a tested .jar file for convenient export.

# User stories

## As stated above the user stories were written in the most basic form, as they are teached on UAS Technikum Wien („agile project management“), though we acknowledge that more elaborate user stories benefit to more complex projects.

## Github Kanban

User story 1:

## [As a product owner I want to see the current status of the maintenance](https://github.com/ic21b066/WS2022_SLM_Proj/issues/2)

User story 2:

## [As a developer I want to create the infrastructure for a RESTful API service to fulfil the task](https://github.com/ic21b066/WS2022_SLM_Proj/issues/1)

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# Usage of the software

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## Insomnia

## Postman

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## Github

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## Springboot

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## REST-Services