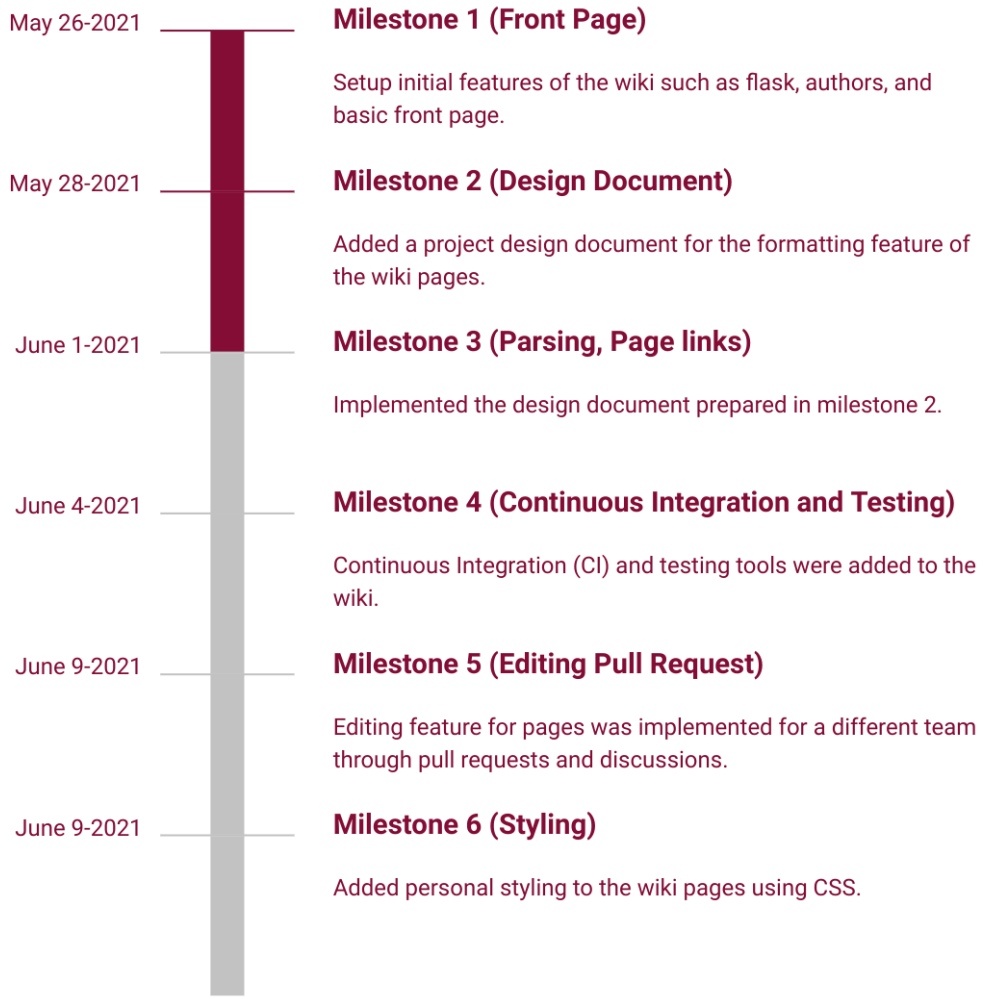
Target audience

Initially, this program provided a lot of us with the ability to network with individuals of similar backgrounds and interests. Though virtual, the program has definitely given the opportunity of meeting the diverse workforce of Google and the added benefit of learning from others with more experience. Behind a screen, it's easy to forget that these are all real people, so to catalogue each of these individuals this wiki's purpose is to create a hub of information accessible to the google tech students and mentors. The idea being that the information within the wiki should be about the mentors, volunteers, coaches and students. Built by tech exchange students for tech exchange students.

Timeline



Team's feelings along the timeline:

- Kevin: I had fun, my team rocked. No big deal but we pretty much nailed every milestone. Definitely glad I took this class. I'm grateful for the huge learning experience.
- Johnny: I was kind of lost at first with how we would get everything to work as we intended since I never used flask, html, and jinja before this class. Once I got a clear understanding of how it all worked, it was smooth sailing for the most part. I enjoyed working with my team and definitely enjoyed applying everything we learned to the real world.
- Geidel: The experience along the way was amazing. With every milestone, something relevant to it was learned during class. The instructors did a great job with the flow of the course and the project.

What went well

We were all free most of the time which allowed us to meet up with each other to work on the project using pair (trio) programming. We also decided to use a prebuilt library to format our wiki which helped save time to meet the tasks requirements on time. We generally had an idea about what we wanted to do and how we wanted to do it, it was a matter of figuring out how exactly we were going to implement it and get it to work. At times, we also did certains tasks on our own then met up to see what we came up with to build onto it. To help with this, we set our meeting schedule to be the day and times before and after meeting with our project coach so it would allow us to ask them questions we came upon while working on the project as a group.

What could have gone better

Though we did not really have significant problems that inhibited the team from progressing, our project coach was always adamant on the simple things we could do to maximize points on assignments. She constantly reminded us to keep unit testing and covering edge cases even though we would be drained from one session at a time. We definitely could have implemented tests while writing the code instead of going back and forth. We also failed to comment on our code as we were writing it. These things could have gone better, but we still managed. Another thing is that we should have started the editing milestone sooner. Since it was the most extensive, it took us longer than anticipated.

Lessons learned

Plain and simple: We got taken to school. The teaching style of the instructors was super concise. Not only was the class practical in techniques taught but also in the time taken. It felt like everything was useful. For students who are barely starting their projects - make sure ask

for advice from instructors/coach and use the appropriate tools. It's really useful to take the time and read the documentation for the frameworks. The software verification tools are saviors, and the libraries you can use make life easier. It's such a simple project that teaches necessary skills not regularly seen inside university classrooms - unlike UML which is a niche practice. Jinja was cool, Flask was cool, honestly the entire project was pretty rad. Our instructors were always willing to help, or answer questions. This was honestly a fun and useful experience.