CS325 Product Planning Sheet

Name: Brian Olsen Assignment: IP01

Task ID	Type of Task*	Estimated Time (min)	Estimated Size†	Actual Time (min)	Actual Size†	Brief Description
01	Planning	80		62		The planning was fairly straight forward. I felt that we had a much better idea of even how to plan this time so it went much smoother than before.
02	Design	60		57		The same goes for the design. We were able to get some quick UML sketches and even a useful flowchart to aide us in writing our methods. This time the whole team was involved in design.
03	Code	200		232		Coding as before took a while because of the learning curve of file input and output in Java. We also took the extra step of making the code more modular than before and more readable.
04	Code Review	30		33		This took some time trying to make sure every case was met and possible bug was found.
05	Compile	30		21		I was able to compile and interact with the software very well.
06	Test	30		40		The debugging on this project has been cumbersome because of the many possible things that can go wrong.
07	Post-mortem	60		41		Documentation was something I tried to improve by utilizing the java docs and posting details about the functions.

*** Task Types:**

Type	Sample Activities
Planning	Determination of project requirements; estimation of required time and program size
Design	Determination of needed program modules; development of UML models; assignment of tasks to team members
Code	Implementation of design; documentation of code; preparation of user documentation
Code Review	Examination of code by manually stepping through it line-by-line to determine correctness of the logic
Compile	Identification and correction of all syntactical defects within code
Test	Preparation of test cases prior to coding; attempting test cases after coding; identification and correction of all semantics defects
Post-mortem	Reflection of project success and completion of all required assignment documentation (logs, etc.)

†Size is used as appropriate to the task type – specify units along with amount. For design, it represents the number of UML diagrams (including use cases). For coding, it represents Lines of Code (LoC). For Code Review, the number of modules reviewed. For test, the number of test cases.