IT project Report

Reflection/What have I learnt from the second guest lecture

In the second guest lecture, they talked about what are the sign of a good engineer/coder looks like, and what they are looking for a good teammate. First, they talked about what are the architecture requirement for a regular software. It will require the ability to deliver regulatory changes, as the clients’ demand will keep changing, and we need to be able to deliver the new change in a relatively short amount of time. Thus, tear down the project and create a new one is not feasible. The code needs to have a flexible structure which will be easy to add changes in the future. Also, the software engineer has to have the ability to foresee the future about which part of the code will likely be requested to add new thing.

In the lecture they said: the real-life software development looks like an iterative. Whenever there is a poor decision, put a pin there and they will be revisited when they have more information, and try to fix it. It will be difficult to do that if the software has a poor structure subject to change. The most important thing for a software engineer is teamwork. It’s inevitable that software engineer needs to work in team. Every awesome result is polluted by the thought of many mind. The software engineers that work in a same project have to have a consistent code style, so that they will be easier to understand each other’s code.