

The most important technical challenge I encountered throughout the development of the software product was about the interface and requirements of the payment, because we need an interface to implement the function on the bank, Alipay or WeChat. If we just pop up a payment interface, then the database connection can't be realized. For example, let's take a game example. We all know that the money can raise a title, but if the user only charges the money and the database cannot be counted and calculated, then the user will never be able to improve the title. Then, the difference between the user and other users is not reflected. At the same time, the consumption also needs the database for statistics, so that the user can see his consumption list and determine his purchase level. And another technical challenge about how to start our software design, how should we meet customer needs, how should we recommend our products and how should we test our software pass rate. I think learning software engineering needs to learn JAVA, PHP, Database, Web, Android development and so on.

First, we write the customer request. When we fully understand the needs of our customers, we can find the right direction for software development and customer use. Then we write the Use Case. This section is a description of the system's functionality, but a Use Case describes a part of the overall system functionality. This part must be a logically relatively complete functional flow. When we finished this section, we can know how to use Use Case to achieve function. Next, we write the UC Diagram and System Sequence Diagram. When we finished this section, we can clear that how to manage our system and how to connect between user and system. Next, we write the code, it is different for us to finished, we use the Internet to finish this section. Next, we write the Junit Test and Integration Test. Our teacher taught us the introduction about these tests. This test helped me to find the problem and modify them. What's more, we can know which section can pass or cannot pass. Next, we need to modify our problem. It is important for us to do this, because we can know some bugs like the screen doesn't work or the password is wrong and so on. Finally, we finished our currently project.

I think the most useful technology is Database and Backstage, because we statistics, send users a code, count orders, statistics time, pickup information and delivery time.

I think the most useless technology is none, because all of the technologies are more important for us to finish our project.

I think that the old program can help me to know the all process, like how to start, how to modify and how to satisfied the user, and I think that the new program can help me to innovation, because the technology is growth, we need to develop new things to satisfied social needs. Meanwhile, we can no longer make previous mistakes. It is better start to develop new projects.

As a member of the team, I have experienced these challenges, like draw some images

or pictures, it is not difficult, it is trouble, because I need to drag some arrows and some pictures. About the Junit test, it is hard for me, I found some materials to help me solve these problems.

As a member of the team, the personal experience I experience in the software project brings a lot of benefits. Let me know more about what software engineering needs to learn. I found that there are too many things I need to learn, because during this period, I met many questions. I asked the teacher and asked some classmates and some more other people who study computers. I learned to solve problems instead of escaping problems, because only by solving problems can we continue to improve. Most importantly, I understand the importance of the team. Everyone is the main part of the team. Everyone can't be lacking. This is the charm of the computer.

I think there are many other things that might help with project development. Such as PHP, JAVA, web.xml, hibernate and so on.

Overall, this course helped me a lot, because we can use these knowledges to finish our software engineering project. If we didn't know these knowledges, we won't know how to start or how to satisfied user requirement.