

Semester reflection

The project that our team did in the software engineering class was box. I have learned a lot from it. The parts I am responsible for are glossary of terms, actors and goals, user effort estimation, UC10-12, interaction diagram, ER diagram, execution orderness, design pattern, part of database content, and part of the program code and function design. For us, the hardest aspect of a team's project is the code to write the program and the connection to the database, as well as the design of the UC. Our project has some problems in adding users. Users can't increase it by themselves and need to increase it through the background.

If I still have a semester to carry out our project, I hope to solve the problem of adding users and adding payment systems. Assign the tasks that everyone in the team needs to accomplish and work hard on the part that belongs to me.

I think the preparatory course needs to cover the use of the database, the learning of the java language. In team development, I learned how to draw ER diagrams and interaction diagrams, which allowed me to complete the design of UC. I also learned some of the design patterns, which helped my team better complete the software design. I think UC-related technology is the most useful because it lays a good foundation for our software design and clearly demonstrates the functions that our team projects need to accomplish. I think the glossary is the least useful to our team because members of our team have a good understanding of what others mean.

I think it's better to define my own new project, because I will have a good understanding of this project, and I can modify it better whether it is added or deleted. This also makes me feel more involved and more fulfilling.

One of the most team members, I learned to use draw to complete the interaction diagram and ER diagram in the software project, which is a bit difficult for me. Working in a software project taught me the process of completing a project and the importance of working with others. I think that knowing the industry process of the project I want to develop in advance will be of great help to my project development. I think that developing UC, drawing flowcharts and functional introductions can help improve software development.

This semester of software engineering taught me the development of the project and the cooperation of the team, which benefited me a lot.