SWE20001 – Development Project 1: Tools and Practices

Pass Task <4.1>

Duy Phuong Nguyen (101204984)
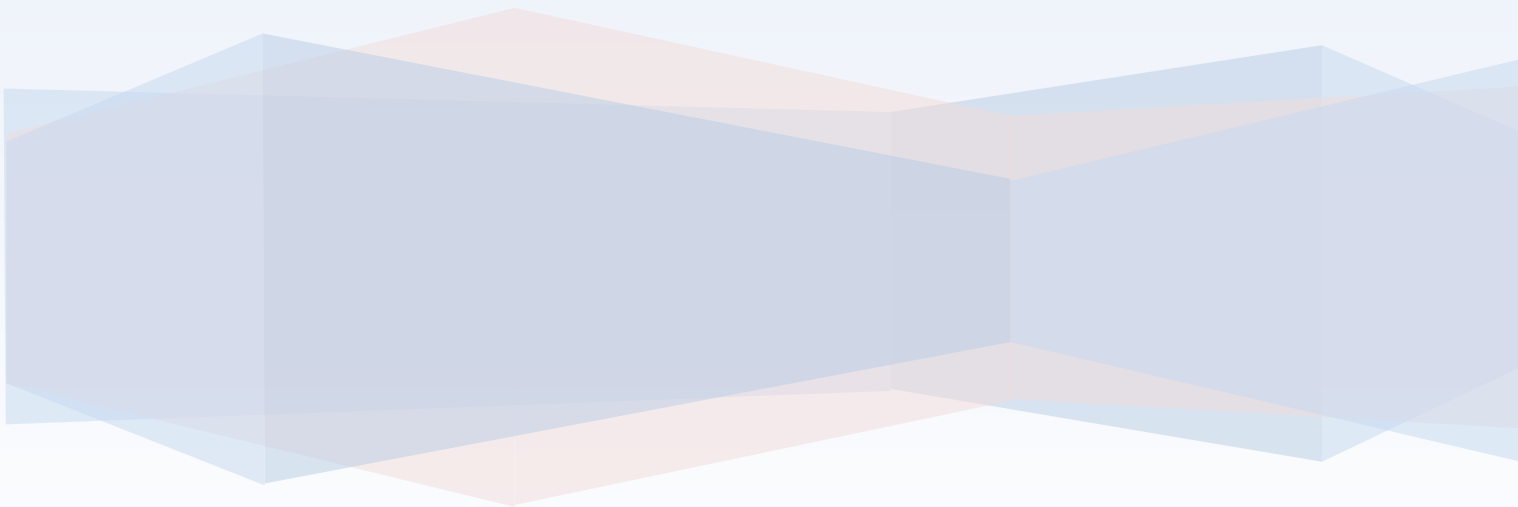
Lab: Friday 2:30pm

Tutor: Huai Liu

Team number: 3

Henry Tran 102075482

Edward Knight 102700043

Duy Phuong Nguyen 101204984

Christian Ilott 102169762

This report summarises my contributions to the teamwork in Week <4> as well as the tasks I have performed during this week:

1. Task decisions

In this week, one of our team members didn't show up so each of us had to do more works. There are 8 tasks in total so me and Edward got 3 tasks each and Henry, who is the team leader got 2 tasks

- D2: Which team member will create Toggl team project and invite other member (using email address)?
- D3: Which team member is responsible for adding the VB.Net code base to the project GitHub?
- D5: Which team member is responsible for researching a suitable coding standard to be used for this project?

2. Create Toogl team project and invite other member

Projects				+ New project

Show active ⌄   Filter by: 👤 Client   👥 Team   Aa Project name

⫶≡ Bulk edit

PROJECT ↕	CLIENT	STATUS	TEAM	
● DP1 - BattleShip		0 h	**Phuong**	
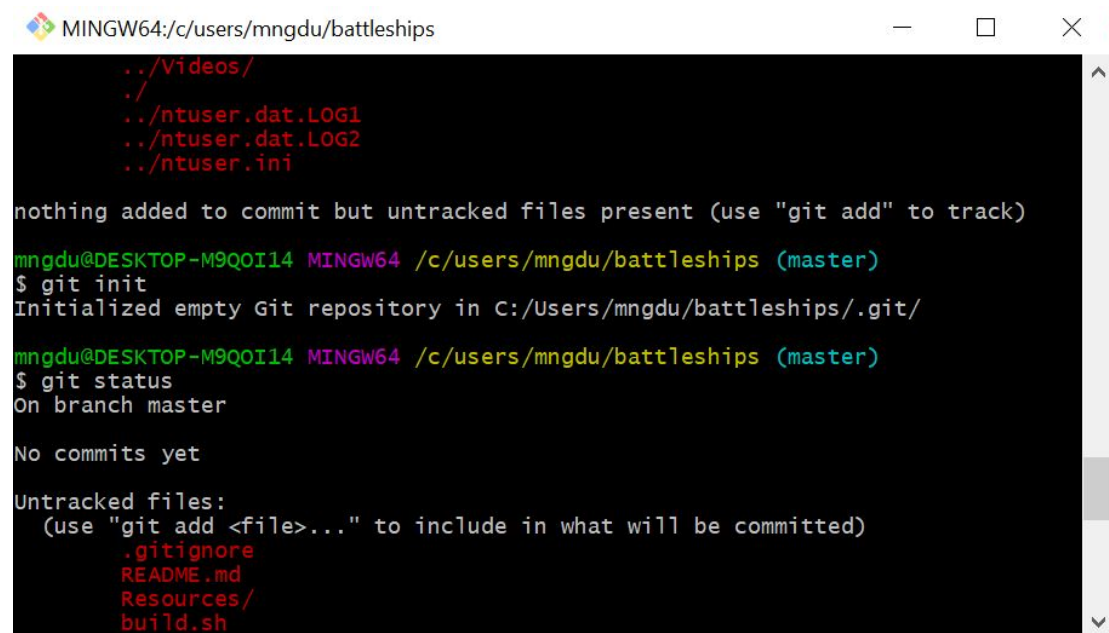
Team   Members   Groups   Activity   🖅 Invite members

Show active ⌄   Filter by: 👤 Access   🔍 Groups   Aa Name

NAME ↕	EMAIL	ACCESS	GROUPS	
🔴 10 102075482	102075482@student.swin.edu.au			⋮
⚫ 10 102700043	102700043@student.swin.edu.au			⋮
🟡 PN Phuong Nguyen	101204984@student.swin.edu.au	Admin Owner		⋮

3. Adding VB.Net code base to project GitHub

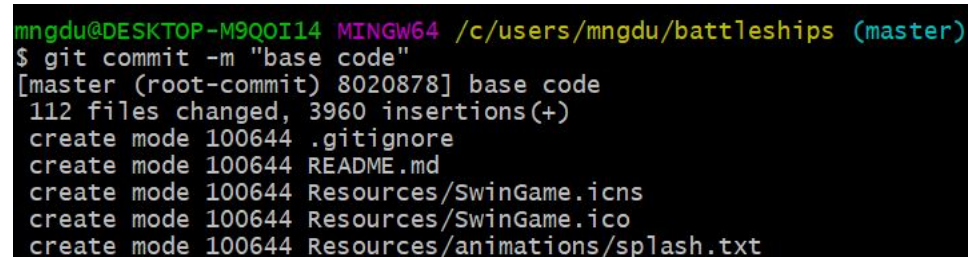I'm used some basic skills I learned from Lab 2 to upload the data code base to GitHub with Git Bash.

```
mngdu@DESKTOP-M9QOI14 MINGW64 /c/users/mngdu/battleships (master)
$ git status
On branch master

No commits yet

Changes to be committed:
  (use "git rm --cached <file>..." to unstage)
        new file:   .gitignore
        new file:   README.md
        new file:   Resources/SwinGame.icns
        new file:   Resources/SwinGame.ico
        new file:   Resources/animations/splash.txt
        new file:   Resources/animations/startup.txt
        new file:   Resources/bundles/FileDialog.txt
        new file:   Resources/bundles/splash.txt
        new file:   Resources/fonts/arial.ttf
        new file:   Resources/fonts/cour.ttf
        new file:   Resources/fonts/ffaccess.ttf
        new file:   Resources/fonts/maven_pro_regular.ttf
        new file:   Resources/highscores.txt
        new file:   Resources/images/FileDialog_Active.png
        new file:   Resources/images/FileDialog_Background.png
        new file:   Resources/images/FileDialog_Inactive.png
        new file:   Resources/images/FileDialog_Scroll.png
        new file:   Resources/images/FileDialog_ScrollSmall.png
        new file:   Resources/images/SplashBack.png
        new file:   Resources/images/SwinGameAni.jpg
        new file:   Resources/images/SwinGameAni.png
        new file:   Resources/images/Swinburne.jpg
        new file:   Resources/images/deploy.jpg
        new file:   Resources/images/deploy_button_hl.png
        new file:   Resources/images/deploy_dir_button_horiz.png
        new file:   Resources/images/deploy_dir_button_vert.png
        new file:   Resources/images/deploy_play_button.png
        new file:   Resources/images/deploy_randomize_button.png
        new file:   Resources/images/discover.jpg
        new file:   Resources/images/explosion.png
        new file:   Resources/images/fdFile.png
        new file:   Resources/images/fdFolder.png
```

```
mngdu@DESKTOP-M9QOI14 MINGW64 /c/users/mngdu/battleships (master)
$ git remote add origin https://github.com/mngduyphuong/battleship-lab03.git
fatal: remote origin already exists.

mngdu@DESKTOP-M9QOI14 MINGW64 /c/users/mngdu/battleships (master)
$ git push -u origin master
Enumerating objects: 127, done.
Counting objects: 100% (127/127), done.
Delta compression using up to 4 threads
Compressing objects: 100% (121/121), done.
Writing objects: 100% (127/127), 11.24 MiB | 1.44 MiB/s, done.
Total 127 (delta 5), reused 0 (delta 0)
remote: Resolving deltas: 100% (5/5), done.
To https://github.com/mngduyphuong/battleship-lab03.git
 * [new branch]      master -> master
Branch 'master' set up to track remote branch 'master' from 'origin'.
```

4. Researching coding standard for C# project and updating the wiki

11. Coding standard

mngduyphuong edited this page now · 1 revision

In this project, we did some research and decided to use the Coding standard and Unit testing from Microsoft development team which is very popular in the comunity. For more information, click the hyperlink below:

- C# Coding standard (coding convention)
- C# Unit testing

GitHub URL: https://github.com/mngduyphuong/battleship-lab03