

SWE20001 – Development Project 1: Tools and Practices

Pass Task <4.1>

Duy Phuong Nguyen (101204984)

Lab: Friday 2:30pm

Tutor: Huai Liu

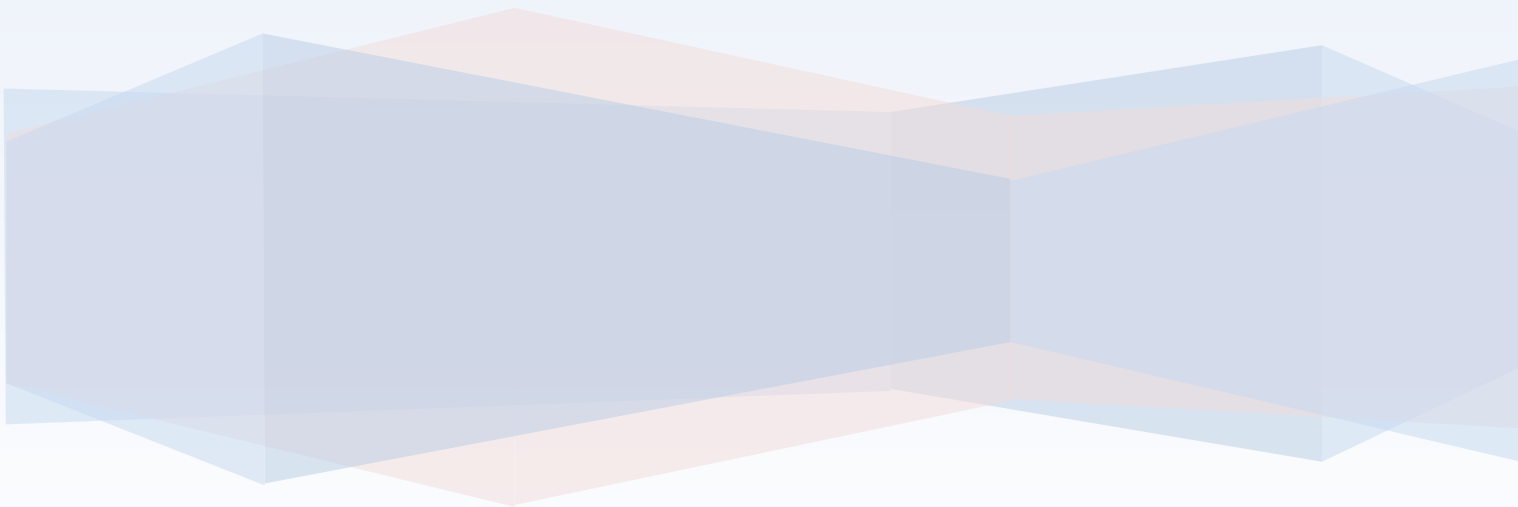
Team number: 3

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 ToogI team project and invite other member

Projects + New project

Show active Filter by: Client Team Project name

Bulk edit

PROJECT	CLIENT	STATUS	TEAM
DP1 - BattleShip		0 h	Phuong

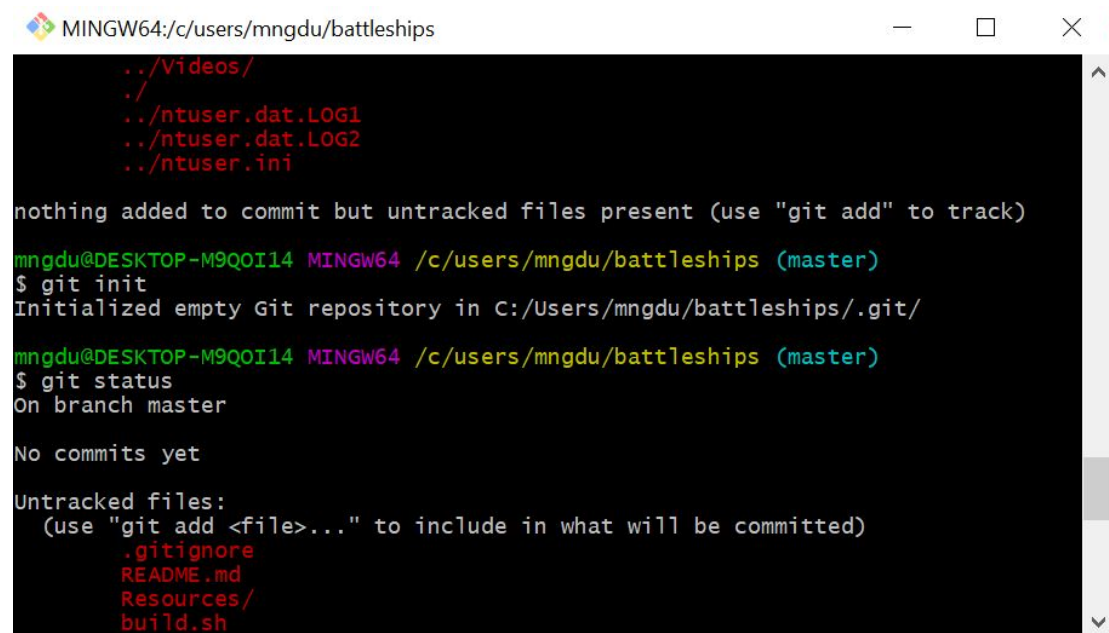
Team Members Groups Activity Invite members

Show active Filter by: Access Groups 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.



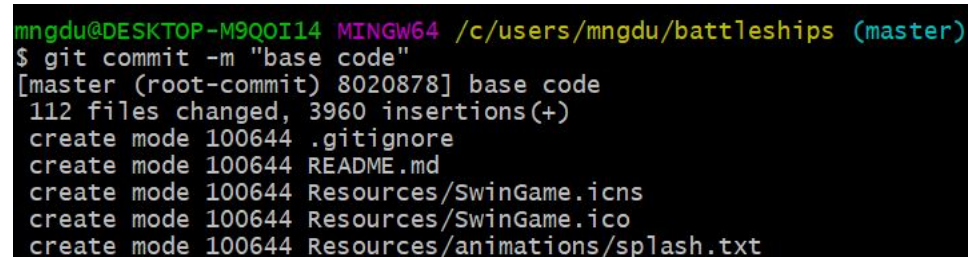
```
MINGW64:/c/users/mngdu/battleships
../Videos/
../
../ntuser.dat.LOG1
../ntuser.dat.LOG2
../ntuser.ini

nothing added to commit but untracked files present (use "git add" to track)
mngdu@DESKTOP-M9QOI14 MINGW64 /c/users/mngdu/battleships (master)
$ git init
Initialized empty Git repository in C:/Users/mngdu/battleships/.git/

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

No commits yet

Untracked files:
  (use "git add <file>..." to include in what will be committed)
        .gitignore
        README.md
        Resources/
        build.sh
```



```
mngdu@DESKTOP-M9QOI14 MINGW64 /c/users/mngdu/battleships (master)
$ git commit -m "base code"
[master (root-commit) 8020878] base code
112 files changed, 3960 insertions(+)
create mode 100644 .gitignore
create mode 100644 README.md
create mode 100644 Resources/SwinGame.icns
create mode 100644 Resources/SwinGame.ico
create mode 100644 Resources/animations/splash.txt
```

```

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'.

```

1 commit
1 branch
0 packages
0 releases
1 contributor

Branch: master
New pull request
Create new file
Upload files
Find file
Clone or download

mngduyphuong base code
Latest commit 8020878 6 minutes ago

Resources	base code	6 minutes ago
lib	base code	6 minutes ago
src	base code	6 minutes ago
.gitignore	base code	6 minutes ago
README.md	base code	6 minutes ago
build.sh	base code	6 minutes ago
clean.sh	base code	6 minutes ago
contributors.txt	base code	6 minutes ago
run.sh	base code	6 minutes ago

README.md

README

This project is an implementation of the classic Battleship game.

Requirements:

- Windows machine or Mono installed
- Unix command line (use something like MSYS2 on Windows)

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 community. For more information, click the hyperlink below:

- [C# Coding standard \(coding convention\)](#)
- [C# Unit testing](#)

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