Final Report for <<PROJECT NAME>>

Group #10

PocketChef

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| **Version** | **Date** | **Author** | **Change** |
| 0.1 | 12/02/07 | SM | Initial Document |
| 0.2 | 05/1/14 | SH | Scotts Paper |
| 0.3 | 05/1/14 | NH | Nates Paper |
| 0.4 | 05/1/14 | TC | Tylers Paper |
| 0.5 | 05/1/14 | BB | Bryants Paper |
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Time for reflection! The purpose of this document is to capture student experiences – both positive and negative – during the semester long team project. What are the key events that are to remembered? What are the key lessons that you learnt that you can carry over to future projects. Think back starting from the time the teams were assigned, then project proposals were made, screenshots developed, requirements, architecture, framework demo, test plan, and finally the demo. What would you do different if you were assigned the same team and the same project again?

Each team member is to record his/her thoughts on a separate page. Thanks!

# Team Member 1: Scott Hood

## What went Wrong

During this project one of the things that went wrong for me was a lot of tiny mistakes when writing my code. There was consistently small bits of code that were an easy fix but cost me time in the end due to trying to track them down and fix them.

Another thing that went wrong occasionally was conflicts. This was due to my own problem of not committing things very often, and then having group partners work on the same code, causing me to lose programing time fixing the conflicts where I could have just committed on a regular basis instead of waiting.

## What went RiGHT

During the project I felt that our group worked well at communicating with each other and establishing what each member should be doing. With all our busy schedules I felt that we planned ahead for everything and met up accordingly when we needed to.

I also felt that our app came out great, we were all new to programing in android and felt that we did a great job and learning on the go and helping each other out with what we learned. We were able to learn on our own and establish a pretty good app in the end.

## Lessons learnt

I personally learned a lot about programing that I didn’t know beforehand. Learning how to program in both android and connect programs to a database were both new to me and I am proud of myself in the amount of learning I did while getting the project done.

Things I would do differently would be to organize and comment my code better so that I could find things more easily when I needed to go back to it.

# Team Member 2: Nate Howe

## What went Wrong

One of the problems we had in the project was with the database. We set up a database table initially and had to add more columns and change the way each table was set up in order to rework our project. It caused a brief set back in our progress and made us rework our java code that interacted with store procedures.

## What went RiGHT

Our object oriented design techniques in approach to the project worked out well. The way we connected to the database and manipulated data worked well with how we wanted our application to retrieve information.

## Lessons learnt

I learned about using web crawlers to crawl the webpages. It was a completely new technique to me. Implementing a reverse index system was also a challenge, and I learned a lot about how searching by keywords works in the industry. Multithreading android applications was also a valuable learning experience. Also implanting a new scanner was also a nice challenge.

# Team Member 3: Tyler Cook

## What went Wrong

The original database design wasn’t what we needed. We found that the tables were optimally set up and caused additional overhead. Even though we knew we would eventually need to change things the initial set up was far from what we created as our final design.

## What went RiGHT

The database design I thought turned out to work pretty well in the end. I thought the design allowed us to pulled and store information easily using the object oriented programing that we used throughout the project. Also creating the rating system worked better than I intended it.

## Lessons learnt

Most of the things I learned were simply using android development tools. Learning the value of async tasks and threading proved to be an invaluable learning experience that I will use in future projects. Also using JDBC data connector was a new challenge learning how to hook it up to android.

# Team Member 4: Bryant Baltes

## What went Wrong

I initially used a scanner that we didn’t end up using because it required extra work by the user to download a scanner app. Also removing items from an array list proved to be tricky, because an array list shifts its items have been removed.

## What went RiGHT

I thought the grocery list design worked out very well and was challenging. The way the user is able to interact with the other pages to pull information worked just as I initially designed it. Also creating specific user inventory’s using the scanner worked better than expected and proved to be a nice challenge.

## Lessons learnt

Obviously one of the things I had to learn this semester was using the android development kit. Having no experience programing with android I felt that it provided a challenge throughout the semester. Also working with a group bigger than two was a new challenge. Learning how to coordinate progress and work done with four other people proved to be an experience that I can expect to help me in future projects.