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Developer:

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Github:

https://github.com/quanganhquanganh/java-phase-end-proj-1

Description

Project objective:

As a Full Stack Developer, complete the features of the application by planning the development in terms of sprints and then push the source code to the GitHub repository. As this is a prototyped application, the user interaction will be via a command line.

Sprint Name

Start Date

Finish Date

Detail

Sprint 1

2024-06-11

2024-06-16

Analyze the requirements & Setup & Code

Sprint 2

2024-06-16

2024-06-18

Documentation & Release

Sprint 3

2024-06-18

2024-06-30

Improve development workflows

\* Check the Product Backlog for more information

Core concepts used:

- Threading

- CLI programming

- Encapsulation

- File handling

- Decorator pattern

Unique Selling Points:

- Autocompletion for paths and commands

- Linux like CLIs for all platforms using JLine3

- Help messages

More ways to enhance the application:

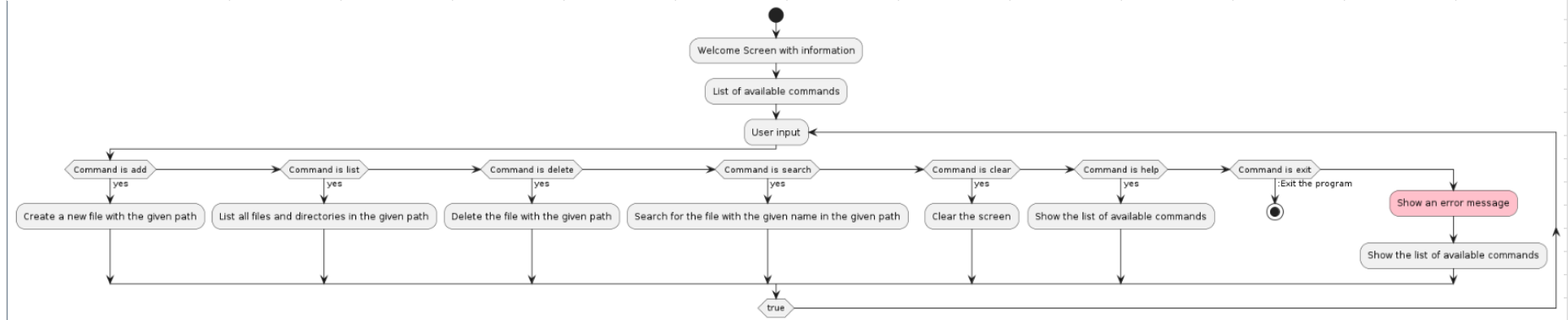
- Open editor when creating a new file

- Regex search for files

- GUI for easier usage

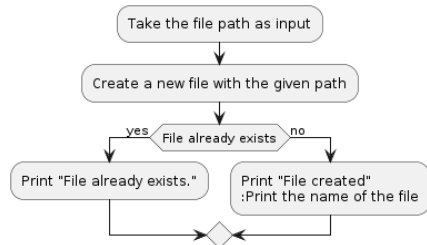
ID	Sprint	Main Task	Task Identifier	Task Description	Hours Estimation	Real Efforts	Status	Completed	Note
1	Sprint 1	Create a Java project	INIT-1	- Find a suitable Java project structure. - Start Git repository with the first setup.	0,5	0,5	4 Done	12/6/2024	
2	Sprint 1	Implement a class for handling user files	FEAT-2	- Create a class for handling user file operations. - Create a method for adding a file to the application. - Create a method for deleting a file from the application. - Create a method for searching for a file in the application. - Create a method for retrieving the file names in an ascending order.	1	1	4 Done	16/6/2024	
4	Sprint 1	Create tests for the classes	FEAT-4	Create tests for the classes	2		5 Blocked		Need more research as jline3 cli commands require special ways of testing
5	Sprint 2	Write documentation	DOC-5	- Project and developer details - Sprints planned and the tasks achieved in them - Algorithms and flowcharts of the application - Core concepts used in the project - Links to the GitHub repository to verify the project completion - Your conclusion on enhancing the application and defining the USPs (Unique Selling Points)	3		4 Done	18/6/2024	
6	Sprint 1	Implement a menu	FEAT-6	- Create a menu for the user to interact with the application. - The menu should have options for adding, deleting, searching, and retrieving files. - The menu should have an option to close the application. - <b>Autocompletion for directories.</b>	2	3	4 Done	16/6/2024	
7	Sprint 2	Create UML diagrams for the class	DOC-7	- UML for classes and their methods	1	1	4 Done	17/6/2024	
8	Sprint 3	Build workflows using Jenkins	FEAT-8	- Jenkins pipeline for checking the unit tests. - Jenkins pipeline for checking the code quality (using SonarQube). - Jenkins pipeline for packaging the application and releasing it to Github.	5		1 Pending		
9	Sprint 2	Create a README file	DOC-9	Write the README file for the first project	1		4 Done	18/6/2024	
10	Sprint 3	Create tests for the classes	FEAT-9	- Research ways of testing jline3 CLI commands. - Create tests for the classes.	2		1 Pending		

## Flowchart:

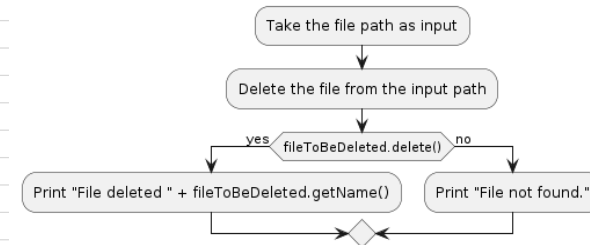


## Algorithms:

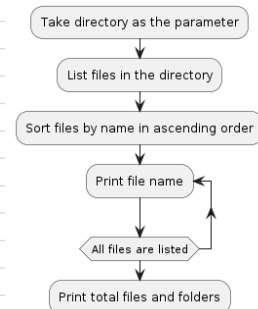
### Add:



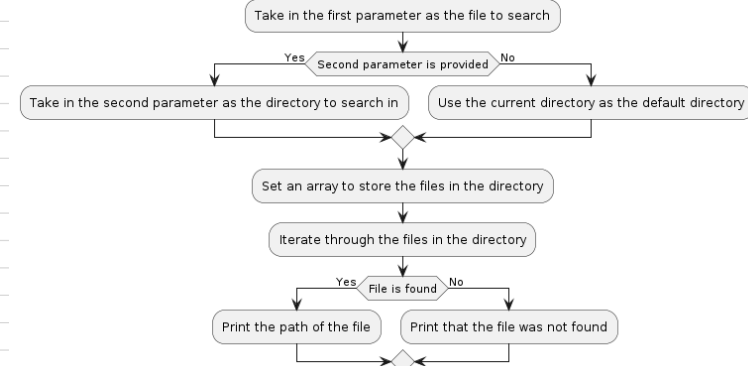
### Delete:



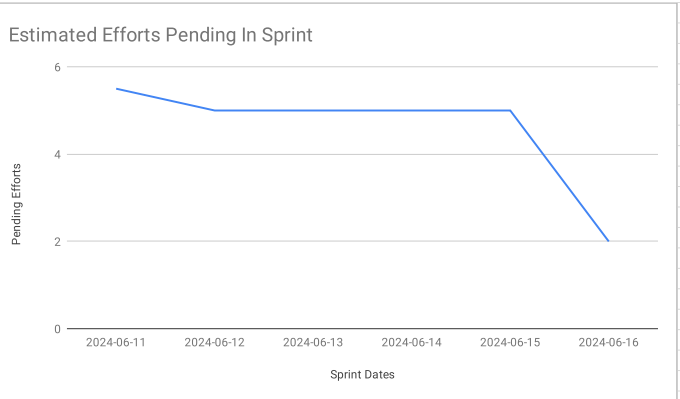
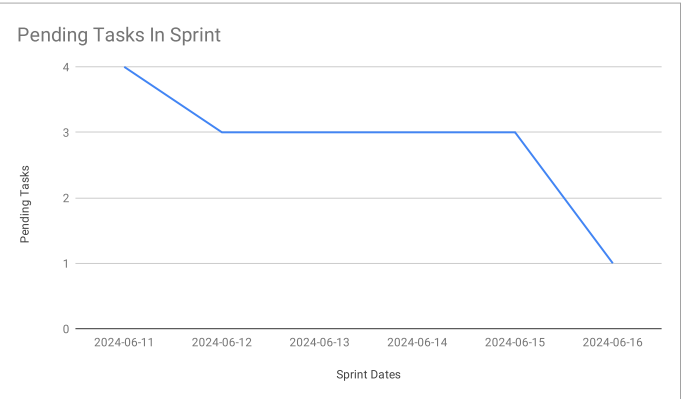
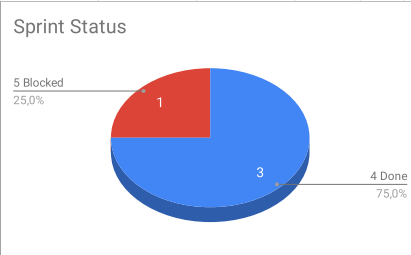
### List:



### Search:



Sprint	Sprint 1			Status
Start	2024-06-11		4 Done	3
End	2024-06-16		5 Blocked	1



Sprint	Sprint 2			Status
Start	2024-06-16		4 Done	3
End	2024-06-18			

