

V2 Apps Due!

V2 is due today



Agenda

- 1 Announcements
- 2 Demos
- 3 Retro
- 4 Documentation
- 5 Homework

Announcements

No class next week

Find time to work with your team on the homework assignment.

Demos

Retrospective

Team Retrospective



TODO: Hold a team retrospective. The time will be organized as follows:

5 minutes: independent brainstorm (“happy” “sad” “change”)

2 minutes: review brainstorm results *without doing an in-depth discussion of them!*

3 minutes: voting on discussion topics (each person gets three votes)

20 minutes: discussion. Are there any action items that the team wants to take before beginning work on the next version of the project?

NOTE that your team will need to add your retrospective notes to Github!

Documentation

What is documentation?



What is documentation?

BAD



What is documentation?

GOOD



“ What would be the perfect documentation?

“ What would be the perfect documentation?

It would be **done exactly** when the features it documents are done. It would be **trivial to update** when it was found in need of improvement. It would be **cheap**. It wouldn't **add any time** to the basic development cycle. It would be valuable to the users. The writing of it would be **valuable** to the team.

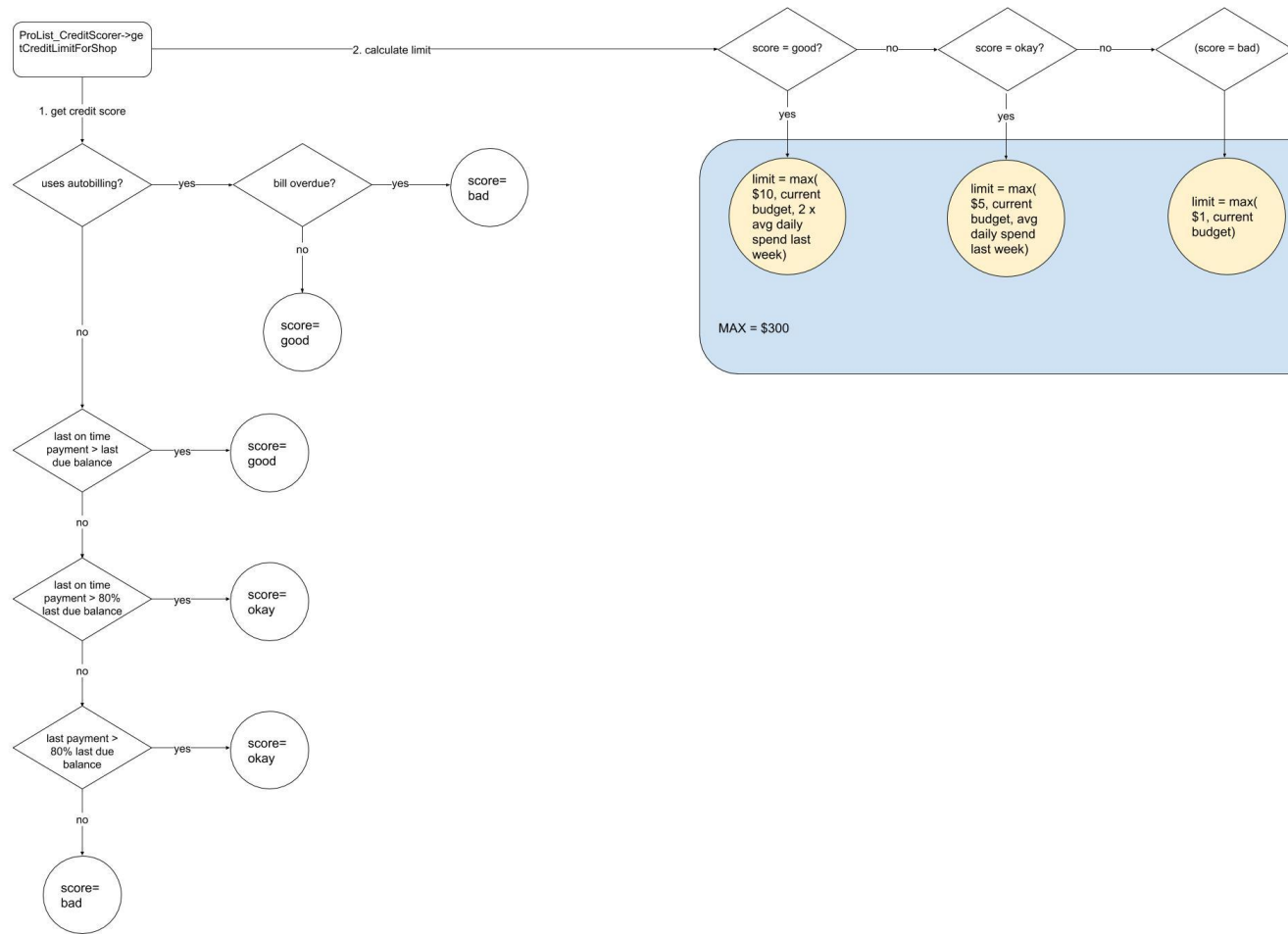
How [↑]thinks about documentation

Etsy



Example

(Credit Calculator)



Example

(Tennis Game)

```
class TestTennisGame:

    def setUp(self):
        self.game = TennisGame()
        self.playerOne = Player()
        self.playerTwo = Player()
        self.game.addPlayer(self.playerOne)
        self.game.addPlayer(self.playerTwo)

    def test_player_one_scores_first_point(self):
        self.setUp()
        self.game.addPoint(self.playerOne)
        assert self.game.scoreboard == [15, 0]
```

Example

(Tennis Game)

Reading tests can help you understand the intention behind the code that was written!

```
class TestTennisGame:

    def setUp(self):
        self.game = TennisGame()
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        self.game.addPlayer(self.playerOne)
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    def test_player_one_scores_first_point(self):
        self.setUp()
        self.game.addPoint(self.playerOne)
        assert self.game.scoreboard == [15, 0]
```


Documentation at Etsy

Team Roadmaps

TEST Roadmap Q3 + Q4 2018

Project Name	Description / Success Criteria	Stakeholders	Status	Launch	Lead
Implement Coverage for Scalding jobs	Track coverage on Data Eng jobs	Data Engineering	COMPLETE	Q3 2018	@Jeffery Cam
Implement Coverage for Cicero Grunt & Dresden	Track coverage for ML Infra platforms (python)	ML Infra	COMPLETE	Q3 2018	@Jeffery Cam
Complete pre-slush performance testing	The Softcrylic team will run daily performance tests throughout October to drive reassurance that we're ready for slush traffic.	Product Engineering	COMPLETE	Q3 2018	@Arylee McSw
TEST Edsy Q3	Success with Test Automation	Engineering	COMPLETE	Q3 2018	@Jeffery Cam

Documentation at Etsy

Jira Tickets

TEST Team Board

Kanban board

QUICK FILTERS: [Only My Issues](#) [Recently Updated](#)

9 Backlog (on hold / next Quarter) 23 To Dos For This Quarter 5 This Quarter In Progress 24 Complete [Release...](#)

Everything Else 60 issues

<ul style="list-style-type: none">✓ Provide code coverage feedback through a git hook in	<p>test coverage is not calculated</p> <ul style="list-style-type: none">✗ TST-340✓ docs are outdated for PHPUnit helper <p>Docs</p>	<ul style="list-style-type: none">🔍 TST-407✓ Execute pake command in cloud jenkins environment	<ul style="list-style-type: none">✓ Report on Standardized Code Review Adoption
<ul style="list-style-type: none">🔍 TST-137✓ Provide code coverage feedback through a git hook in	<p>TST-350 Mutation Testing Prototype</p> <ul style="list-style-type: none">🔍 TST-351✓ JS Mutation Testing Prototype	<p>TST-382 JavaScript All the Things</p> <ul style="list-style-type: none">🔍 TST-383✓ Track coverage on new javascript classes.	<p>TST-135 Provide code coverage fe...</p> <ul style="list-style-type: none">🔍 TST-138✓ Provide code coverage feedback through a git hook in
<ul style="list-style-type: none">🔍 TST-234✓ Move PHP Code Coverage to GCP	<ul style="list-style-type: none">🔍 TST-352✓ PHP Mutation Testing Prototype	<p>TST-392 ProdPerfect Pilot</p> <ul style="list-style-type: none">🔍 TST-399✓ Add ProdPerect Snippet	<p>TST-163 Javascript Code Coverage</p> <ul style="list-style-type: none">🔍 TST-220✓ Setup a server for code coverage collector script
<ul style="list-style-type: none">✓ TST-344✓ integration and orm parts are wasting ~3 hours each run		<ul style="list-style-type: none">🔍 TST-400✓ Create an	<ul style="list-style-type: none">🔍 TST-224✓ Code coverage collector script

Documentation at Etsy

(Code Documentation)

	Code Coverage									
	Classes and Traits			Functions and Methods				Lines		
Total	<div></div>	0.00%	0 / 1	<div></div>	33.33%	2 / 6	CRAP	<div></div>	86.21%	25 / 29
Search2_Suggest_Experiments	<div></div>	0.00%	0 / 1	<div></div>	33.33%	2 / 6	12.38	<div></div>	86.21%	25 / 29
init				<div></div>	0.00%	0 / 1	1.00	<div></div>	92.31%	12 / 13
defaultExperiment				<div></div>	0.00%	0 / 1	2.50	<div></div>	50.00%	1 / 2
experiments				<div></div>	100.00%	1 / 1	2	<div></div>	100.00%	2 / 2
getExperimentForWeb					n/a	0 / 0	1		n/a	0 / 0
currentExperiment				<div></div>	0.00%	0 / 1	2.15	<div></div>	66.67%	2 / 3
getValidExperimentByName				<div></div>	100.00%	1 / 1	3	<div></div>	100.00%	4 / 4
getExperimentForApi				<div></div>	0.00%	0 / 1	2	<div></div>	0.00%	0 / 1

```
1 <?php
2
3 /**
4  * Encapsulates all autosuggest experiments and provides an interface for picking the right
5  * experiment in both of autosuggest's contexts. The autosuggest endpoint does no experiment
6  * bucketing on its own, the experiment is selected in the global header code and then the
7  * "name" of the experiment is passed to the autosuggest endpoint. Therefore, this class
8  * provides the parts for selecting an experiment in the header code and the getting back
9  * to the right experiment by name in the autosuggest endpoint.
10 *
11 * @see Search2_Suggest_Service for the autosuggest entry point.
12 *
13 */
14 class Search2_Suggest_Experiments {
15
```

Homework

Homework



Document your teams code – through comments, diagrams, writeups etc – as you see fit. This documentation should live in `/docs` within the project Git repository.

Don't forget that retrospective notes are also due!