

# Reflections

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# 1 Helpful Topics

## 1.1 requirements

For formulating the requirements in the first worksheet we found the requirements representation slides very helpful. They contain many examples for each method of representing requirements such as on slides 3, 25 and 36 which was very nice as we weren't sure on how to structure and write down our requirements. It was also nice that pros, cons and limitations of each method was clearly reasoned which helped us for example to decide to use a use-case diagram for giving an overview on which actors participate in the system. One thing that maybe would have been nice could be a real world example of the requirements for a project.

## 1.2 Testing

Black and white box tests, aswell as junit tests were new terrain for all of us. The slides really helped us understand and grasp the topic, aswell as fulfill the tasks. L7 contains numerous examples of tests which is very helpful, aswell as short and precise explanations as in slide 21, which define quick and simple the difference between the two. Thank to the topic we were able to look and find bugs way more precise than we did before. Having the tests a few clicks away also made fixing the issues pretty straightforward since we can easily check if our changes fixed the issue or not. Whats also just an interesting aspect, is that big companies such as google use mutation tests extensively, as stated in slide 151. I don't think we've seen the importance of tests properly before, now however we understand why they're not excludable.

# 2 Missing Topics

## 2.1 Java Libraries

Would've been nice to have an introduction into some Java Libraries that could've helped us make our lives easier. A lot of the projects used different libraries and thus we think that a guideline wouldn't have been too bad. Also maybe some more time could've went into Gradle or build tools in general for example on how to add new libraries to the project.

## 2.2 Problem solving

We feel like for future software engineering jobs you also need to be able to solve coding issues of for example leetcode medium difficulties for future job interviews, which is why a guideline towards coding problem solving wouldnt have been bad, as it wouldve helped us solve coding issues faster too.