

I learned many things in my Software Engineering class. The programming aspect of this class was relatively straight forward as I was simultaneously creating an iPhone application for my Capstone. I did learn more of the complexities of the server side, HTTP calls and API structures but for the most part it was just a day to day trudge to the end. What I would say I took away from this class that will be most fruitful though is the ability to work with adversity. I would say that overall, the team that I worked with bit off a little more than they could chew. I had worked with Swift in the Fall and over Christmas break and was beginning to understand the nuances and complexities of building an iPhone application. I analyzed the proposed project and really tried to convince my team members that using the Play Framework and using Scala and Java as languages for a simple program might be overkill but I was overruled and so we persistently pressed on. At this point my managerial background kicked in. At every turn, my ideas were flushed and I was made to feel not as a team member but as an outsider. We encountered major roadblocks for a large portion of the class as a result, in my opinion, of the technology stack choices that were made. It seemed that the only time we were able to overcome hurdles is when Dan Steenblick, our instructor, was at the keyboard helping us directly. There were small achievements within the group but nothing spectacular. Overall, I feel that we chose the least complex project and this saved us in the end as we fulfilled our goals and actually had a flawless final release.

I dreaded going to this class twice weekly, more than any other class in my college career. The teams I had in the past lifted me up and teamwork was key. Previous experiences brought out the best in each member and strengths among the team were utilized towards a successful project. When a member was down, the team picked them up and pushed them forward with confidence. This class has taught me a lot though; mainly how to recognize and voice adversity and issues. In my opinion, this class had an extremely negative vibe and was painful to attend by much of the class. The biggest lesson I've taken from this class is that I will be choosing where I work and no matter what the salary is in the future, no amount of money is worth the mental anguish I experienced in Software Engineering.

As far as making a relation between the Computer Science portion of my degree and this class, I would say that all of the projects within the class were basically the same. There was a database, a server with code that performed tasks and an interface between the user and the backend. This structure exists everywhere and the majority of tech jobs in existence rely on this general framework. It was painful but I did learn a great deal about the nuances of these structures. I've also learned that nothing is impossible within technology with an agile approach. There might be big differences from the initial idea of what a program does and how it performs tasks but staying fluid to a certain extent within a project is the key to its success.