

Year: 2011 - 2012

Module: CS12420 Software Development

Assignment Number: Group project

Assignment Description: Design-then-BlueJ

Worth 20% of final mark for this module

How many hours (approx.) did you spend on this assignment? About 200 hours collectively

Expected Letter Grade: A+

And why?

While our program is not bug-free and still has some way to go before being a fully viable alternative to the BlueJ designer, we have implemented every single feature we set out to implement during analysis (barring the half-implemented zoom). We saw this project as a great opportunity to test our programming ability on a larger-scale, real world application while adding something meaningful to our portfolio. This naturally means that we are planning on developing the application further, at least until it becomes what it was meant to be, i.e. better than BlueJ.

The design, from the start of the project, has always reflected the requirement of us being able to add functionality later on. That is why there may be some "loose ends". While the design may look complex, when adding the last features (and some of them were big features, for example support for cardinalities), we actually found that implementation went surprisingly smoothly as the design framework was already in place and was functioning nicely.

Have we succeeded? We have done as much as possible in three weeks of term. And for the most part, we have succeeded. There may be some shortcomings in the documentation (no compiler throws errors for that!) but the functionality is intuitive, responsive, powerful and, as far as our test table knows, working. Every single method is javadoc commented and a HTML version of the javadoc is accessible straight from the program, as well as detailed user documentation. While only someone who's seen the program for the first time can truly evaluate its quality, we certainly feel the amount of work we put in deserves that mark.

What did you learn?

Daniel Maly: The learning part of the project work for me was nothing short of amazing. Over a couple of weeks, my knowledge of Java, GUI programming, design patterns, managing large amounts of code, version control, team management and more has skyrocketed and despite the fact that for three weeks, my life consisted of nothing more than the project work, I am grateful for the being provided with the opportunity and motivation to embark on such a learning curve.

Samuel B Sherar: I learnt a lot across the past 3 weeks including working effectively in a team using social coding and developing tools, such as Lucid Chart and Git repositories.

Lee Smith: I learnt a huge amount, not only about swing programming, but mostly using a skill I was relatively weak in; object orientation. Fundamentally, this project has had a massive impact on my software engineering skills as well as working effectively as part of team.