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## **Final Report for Cook Buddy**

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Group #SB02  
Stamatios Morellas

Overall, I have to say that the project was a great experience. I have never actually participated in the full-on development of a piece of software from start to finish and I thought it was really cool. As far as things going wrong, I don't think our group was stopped from being able to implement something we wanted as a result of the lack of skills. I will say, however, that the toughest thing throughout this entire process was having to acquire the necessary knowledge to implement something on the fly, since we had never done some of the things that we were asked to complete for this project. As a result of having to learn various new material on our own, it was hard to not second guess ourselves on if we were doing it correctly. This, combined with having deadlines, probably caused the most trouble throughout the semester.

Although we struggled a little bit throughout the semester to expeditiously learn new material and implement it quickly to meet deadlines, having this experience taught me a couple of really important things. The first thing it taught me is to never be nervous about asking for help. This is one of the things that helped me learn everything I needed to and solve problems I was having. Whenever I really couldn't figure something out, I would email our TA and usually I would get the problem solved rather quickly. Another thing I learned that is going to help out a lot in the future is how to use my resources. There are plenty of online tools that are available to help people out in the development field, such as forums and video tutorials, that make a really big difference as a developer. Learning how to consult these tools made a huge impact in my experience with this project, and I see it as a skill that will be very important to have when applying for developer positions in the near future.

This is the first time I have worked with a team on a software-related project. We did our best to establish a good dynamic with all the members, and we held ourselves accountable for carrying our own weight on the project. If we needed extra help to complete tasks, we were never afraid to ask each other, and I think that this is something that helped all of us out in the long run.

It is safe to say that we all learned how to use various technologies to make our app, such as Java, XML, Postman, Git, JSON, and MySQL, among others, and we really got a chance to explore the ways in which these languages/tools can be applied in a realistic environment. We started out by deciding what we want for our project as far as functionality and requirements. For design, we made very rough drafts of each section of our application, which we then polished later in the development process when we made sure that it actually functioned. Personally, one of the things that matters to me, and one of the things that I really like to fascinate myself with when it comes to software, is design and UI/UX. I feel like we really didn't get to do as much of that as we wanted, and it didn't feel like we were really expected to make our app look as best as it could, since the class was more focused on functionality. This is just a thought, however. As far as coding and debugging, our team used a lot of trial and error as a tool to get things to work, which usually ended up being successful. If we had to do the project over again, I think we would have wanted to spend more time on actually designing and planning out how everything should work before we actually started coding and debugging.