CIS 4250 – Software Design V
Instructor: Prof. S. Scott
Individual Accountability Report (IAR)

Note. Refer to the Project Manual for detailed instructions for IAR submissions.

Individual Accountability Report (IAR) Template
The following questions MUST be included and answered completely for each submitted

IAR. **IAR must be submitted one of the following file formats: text or PDF.**

Q1. Student Name: Tony Ngo

Q2. Student ID: 1142414

Q3. Associated Team Deliverable: Initial System Design and Product Backlog

Q4. Section #2, Team #: 8

Q5. What were the main technical or methodological knowledge, skills and/or abilities (KSAs) that were required to complete this team deliverable? What prior courses or experiences (e.g. co op, group project, etc.) from your Software Engineering degree did you draw on for these KSAs? (bulleted list is preferred):

KSAs (knowledge, skills and abilities):

- Communication and collaboration skills to split tasks up and to share understanding of the system
- Knowledge of TypeScript and Javascript was required
- Evaluating quality of software and determining its usability, reliability, accessibility, and maintainability.
- Reverse engineering the system to understand details of the software so system design models can be created
- Creating UML diagrams to showcase system elements in the system and their interactions

Prior Courses & Experience:

- Co-op experience with creating UML diagrams and analyzing software
- System design was taught in software and software design courses
- Experience from previous school group projects for backlog creation and project planning
- Co-op and school experience (from previous courses) in Agile

Q6. What was your existing level of experience with these topics/skills before your team began working on this deliverable? (1-2 sentences):

I have gained relative experience in these skills from previous courses and through co-op experience that allowed me to contribute without issues. However, I am a lot more confident and knowledgeable in back end systems and software. Because this project is predominantly front-end focused using TypeScript, there is less experience and familiarity with the skills

involved and a fair amount of learning had to be done for this deliverable.

Q7. Comment on your individual KSAs learning during this deliverable, and what additional learning may be needed to understand or be more competent with these topics / tasks in the future?

In this deliverable, I learned most about Typescript as a language and also how to create UML diagrams for specifically Typescript (or Javascript) based systems. Because Typescript is not an object oriented language, I learned about package diagrams and how to represent the system appropriately and effectively. Further learning on the system may be helpful to better understand at a low-level, how the system works and interacts.

Q8. What specific contributions did you make to this team deliverable? This should include technical or project management contributions.

- Worked on the initial system diagrams and its potential designs
- Created the detailed, low-level diagram for components within the desktop-client (web) in UML
- Created the final draft for the overall system's UML diagram
- Created and wrote the analysis (with bullet points and explanation before we got feedback in the lab) for system design and human computer interaction elements, identifying strengths and weaknesses and areas of improvement
- Created and wrote the initial design recommendation ideas (with bullet points and explanation before we got feedback in the lab) and justification for them based on analysis and the software

Q9. With whom did you collaborate for any of the above contributions (be specific – saying "all team members" is not sufficient. State which parts you worked on with whom)?

- I collaborated with Anthony on the system design models.
- I collaborated with Anthony and Andrew on the analysis.
- I collaborated with Rashi on the design

Q10. Comment on how well you managed your time over the time period allocated in the Course timetable to this team deliverable (i.e. the time between the prior team deliverable to this team deliverable).

I believe that I managed my time well for this deliverable. Early on, I spent time researching and analyzing the software to understand how it works. Additionally, I spent time understanding Typescript as a language. Shortly after, I spent time brainstorming potential designs and created the UML diagram in the first week. With frequent communication and meetings, we were able to work cohesively to finish the analysis, design recommendations and backlog accordingly afterwards.