Capstone Project

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Agenda

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Children Extension
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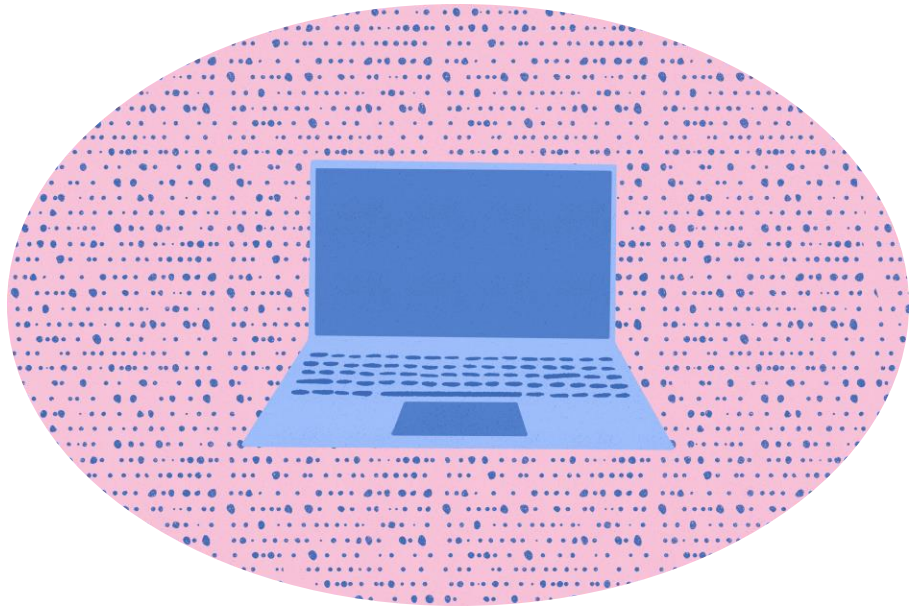


Initial Impressions

- Duplicate code
- Different naming conventions
- Different designs
- Methods expected different parameters
- Lots of errors
- We each wrote code for ourselves without knowing other people would use it
- Nothing worked!

Jeremiah – Grocery Code

Mohammed – Person Code

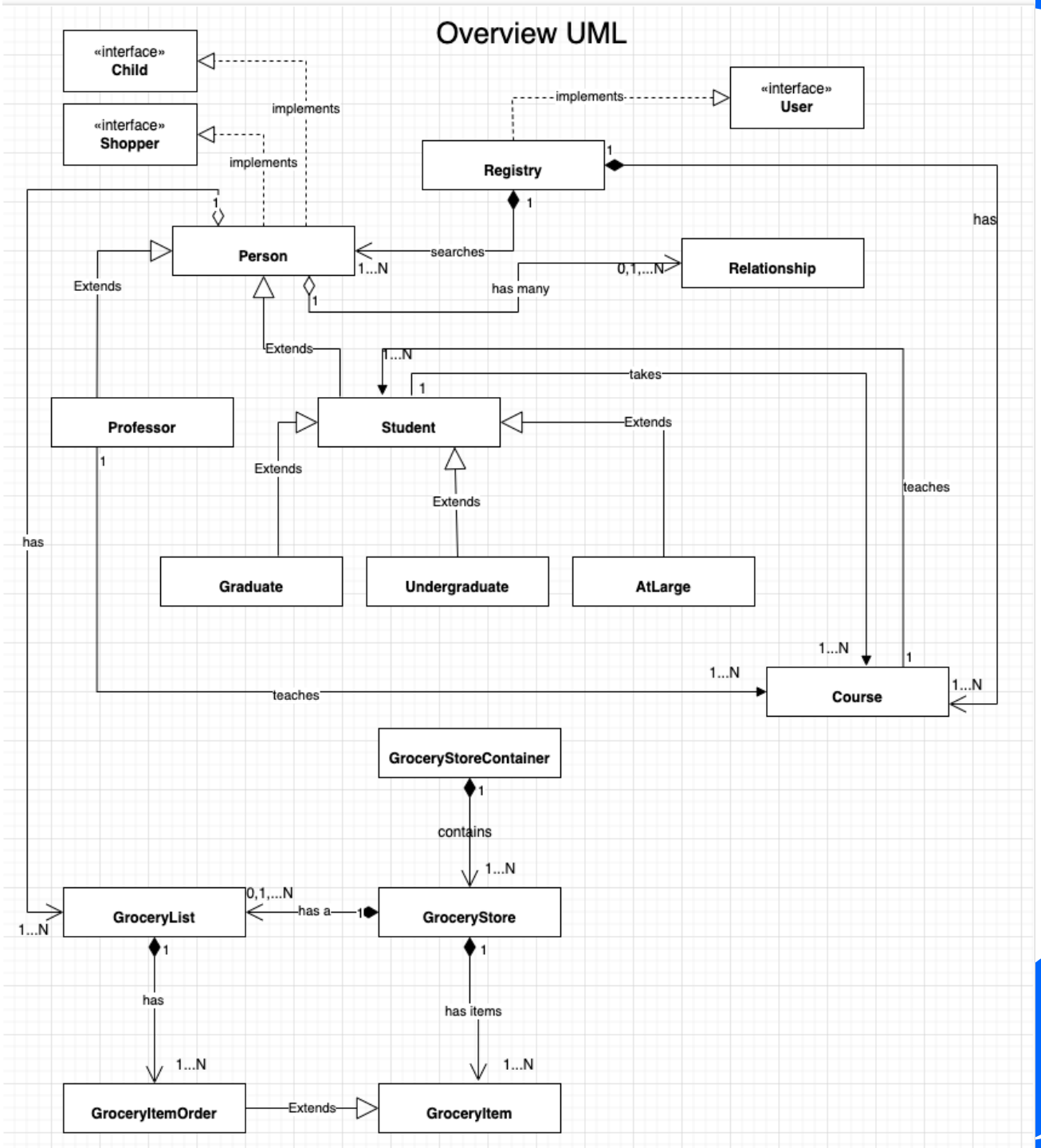
Tyler – Course code

Design Approach

1. Meet regularly
2. Divide & Conquer
3. Use shared GitHub repo
4. Encapsulation, Inheritance, & Polymorphism
5. Code review
6. Documentation

Challenges

- Finding times to meet outside of class
- We had to modify our code to work with each other as opposed to working from the same design
- Our design decisions were made in isolation
- Lots of things had to be changed like return types, names of methods, duplicate code
- Coding as a team with a shared repo
- Code showed remnants of working individually like of comments or clear names for things


Overview UML
«interface»
Child
«interface»
Shopper
implements
implements
implements
«interface»
User
Registry
1
1
has
Person
searches
1...N
0,1,...N
Relationship
Extends
has many
1
1
Extends
1...N
takes
1
Professor
Student
Extends
Extends
Extends
Extends
has
teaches
Graduate
Undergraduate
AtLarge
1...N
1...N
1
1...N
Course
teaches
GroceryStoreContainer
1
contains
1...N
0,1,...N
GroceryList
has a
1
GroceryStore
1...N
1
1
has
has items
1...N
1...N
GroceryItemOrder
Extends
GroceryItem

Shopper & User Interface

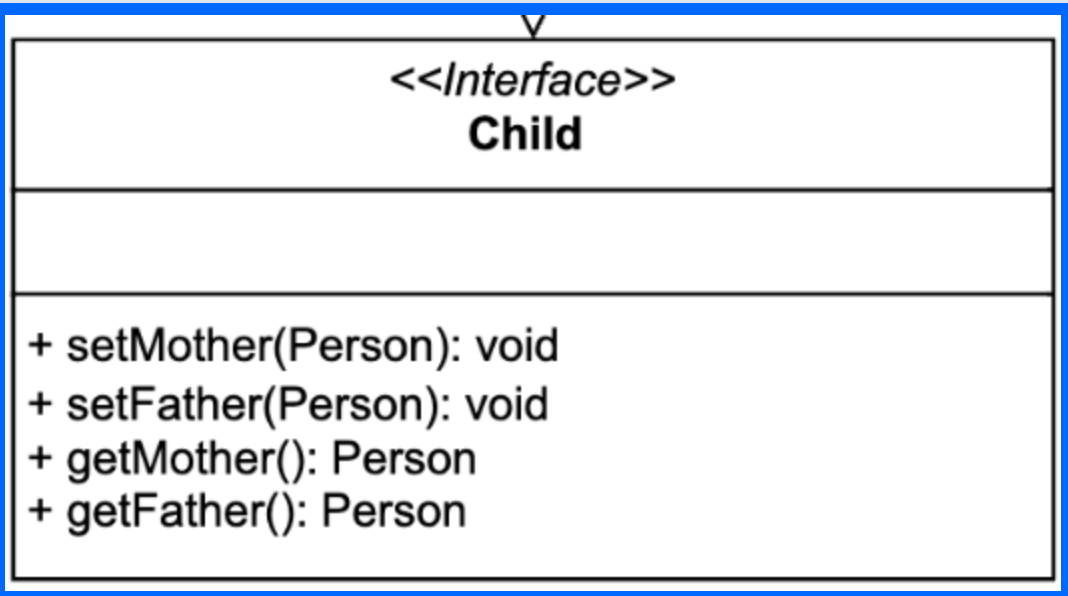
```
public interface Shopper {
    no usages  1 implementation  mkhursiwala2005
    public double adjustGroceryBudget(double amount);
    3 usages  3 implementations  mkhursiwala2005
    public double calculateDiscount(GroceryList list);
    no usages  1 implementation  trosario102
    public void setGroceryBudget(double amount);
}
```

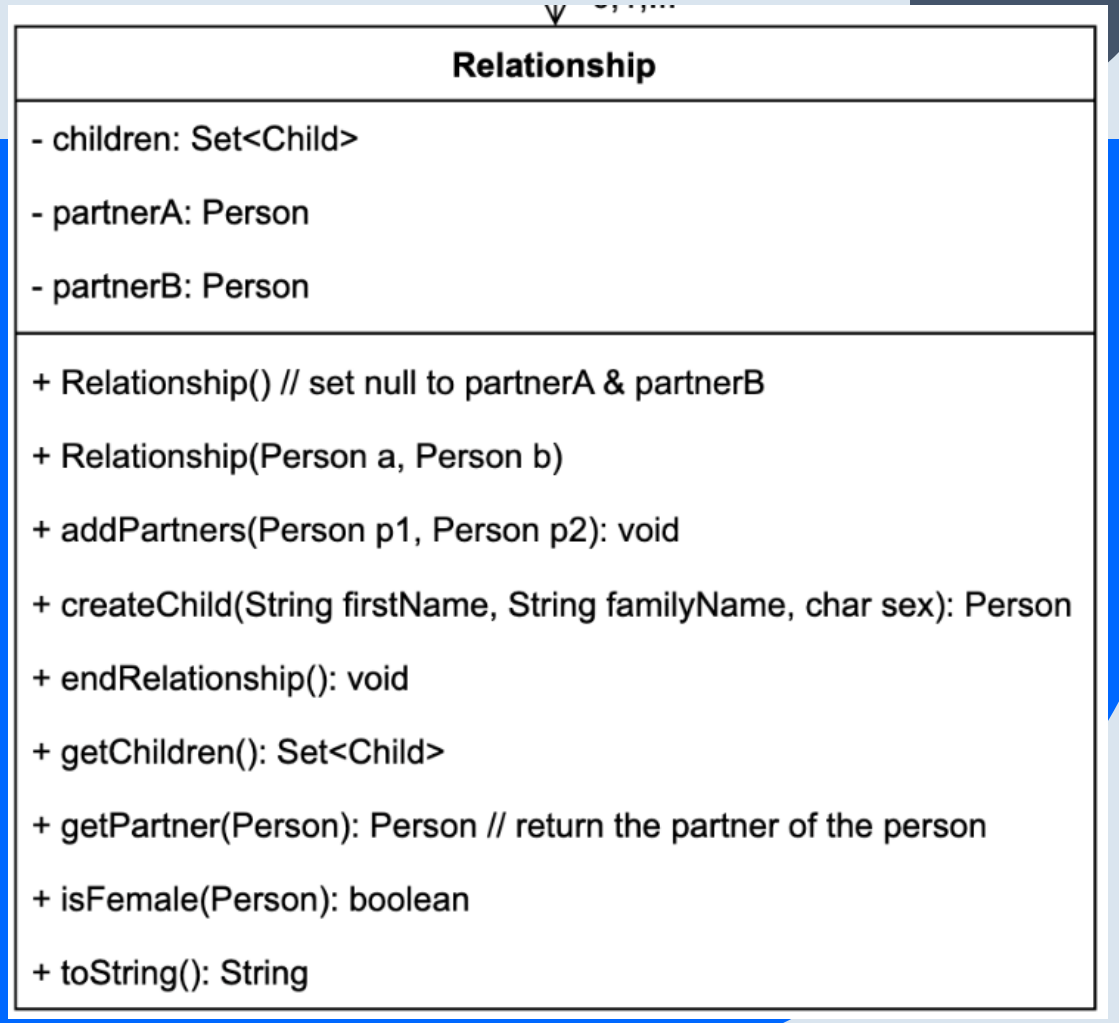
```
public interface User {
    1 usage  1 implementation  mkhursiwala2005
    public void addGroceryItems(String item, int quantity, GroceryStore store, GroceryList list);
    1 usage  1 implementation  trosario102
    public double checkPersonDiscount(Person person, GroceryList list); // checks if person is pro
    1 usage  1 implementation  trosario102
    public boolean selectGroceryStore(String storeName, GroceryStoreContainer storesLists);
}
```

Key Part in Our Program

- Person
- Registry
- Course

Children Extension





Software Engineering Metrics

- Number of classes: 14
- Number of interfaces: 3
- Number of methods: 115
- Lines of code: 1144
- Number of unresolved bugs: 22

Code Review Results (Jeremiah)

GroceryItem, GroceryStore, GroceryList

Name	Defects[1]		Preparation Data			Est.
	Major	Minor	Size	Time	Rate	Yield
Tyler Rosario		2	118	50	98.3	0%
Mohammed Khursiwala		3	118	70	137.6	0%
Totals:	0	5	236	120 mins = 2 hrs	118	

Code Review Results (Jeremiah)

- Some of the complex methods did not have any comment explaining what it does.
- There were redundant java.util package in some of the files.
- The code had some stylistic issues that had some minor impact on the beauty of the code, i.e. extra spaces between methods.
- A few of the comments were reductive, and did not explain the code well.

Code Review Results (Mohammed)

Person.java

Engineer Data

Name	Defects[1]		Preparation Data			Est.
	Major	Minor	Size	Time	Rate	Yield
Jeremiah Lateef		4	158	70		
Tyler Rosario		7	158	50		
Totals:		11	316	120 min = 2.00 hr		

Code Review Results (Mohammed)

- Comments are not written in full, i. e they’re abbreviated
- Over importing with java.util.*
- Extra spaces before some of the methods
- Unused some of methods in Person class
- Not many comments to explain code

Code Review Results (Tyler)

Course, Relationship

Name	Defects		Preparation Data			Est.
	Major	Minor	Size (LOC)	Time (Min)	Rate (LOC/ hr)	Yield (major defects only)
Jeremiah Lateef (J)		4	202	120 min	101	0%
Mohammed Khursiwala (M)		7	202	90 min	134.6	0%
Totals:	0	11	404	210 min = 3.5 hrs	117.8	

Code Review Results (Tyler)

- Some methods had no usages
- Some constructor parameters did not have descriptive names
- Not enough comments
- Unused imports

Code Review Takeaways

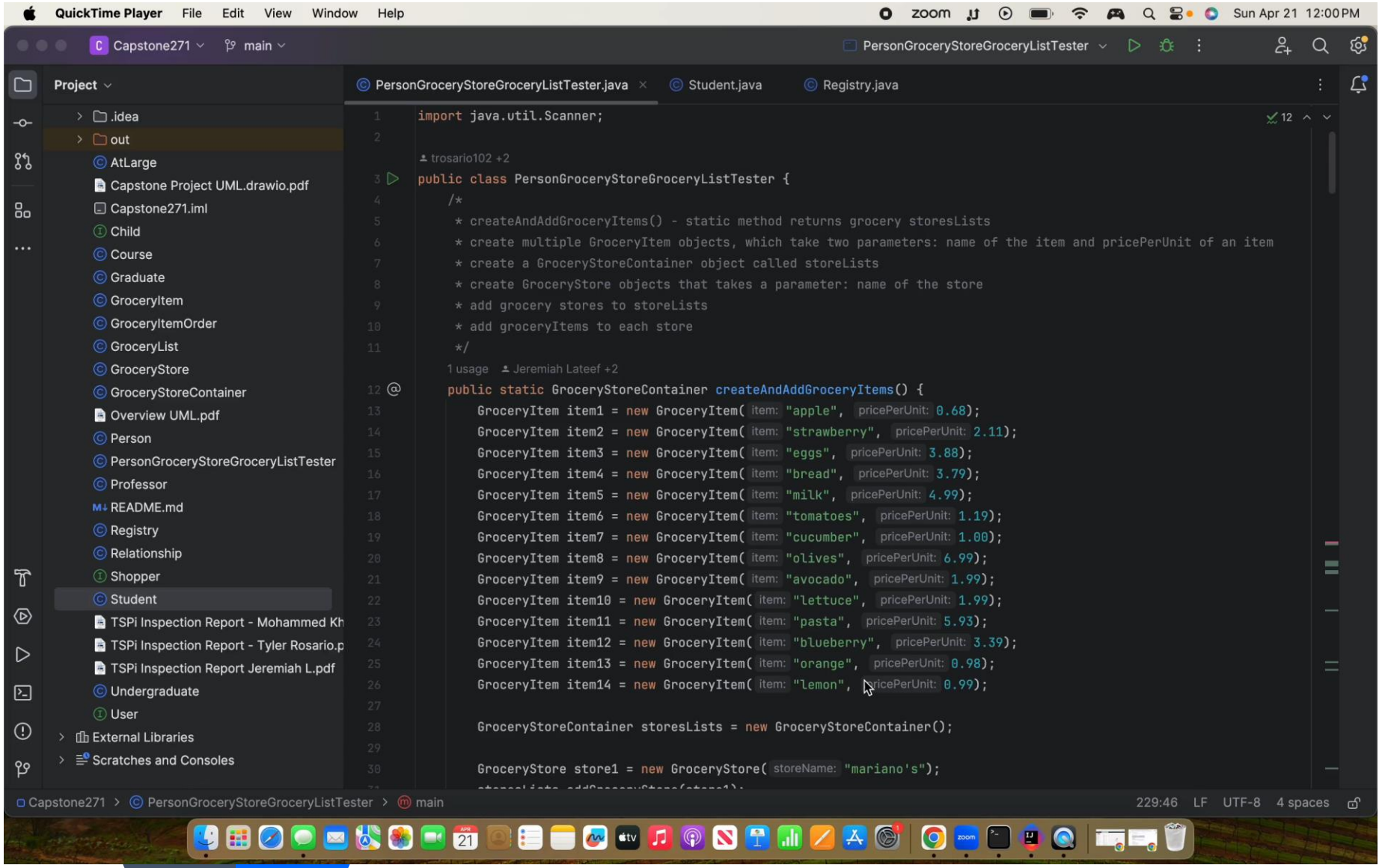
- See each other's coding style
- Different ways to implement code
- Learn exactly how different classes/methods work
- Allows for bug detection leading to higher quality code
- Standardize coding practices
- Team collaboration and cohesion

Takeaways

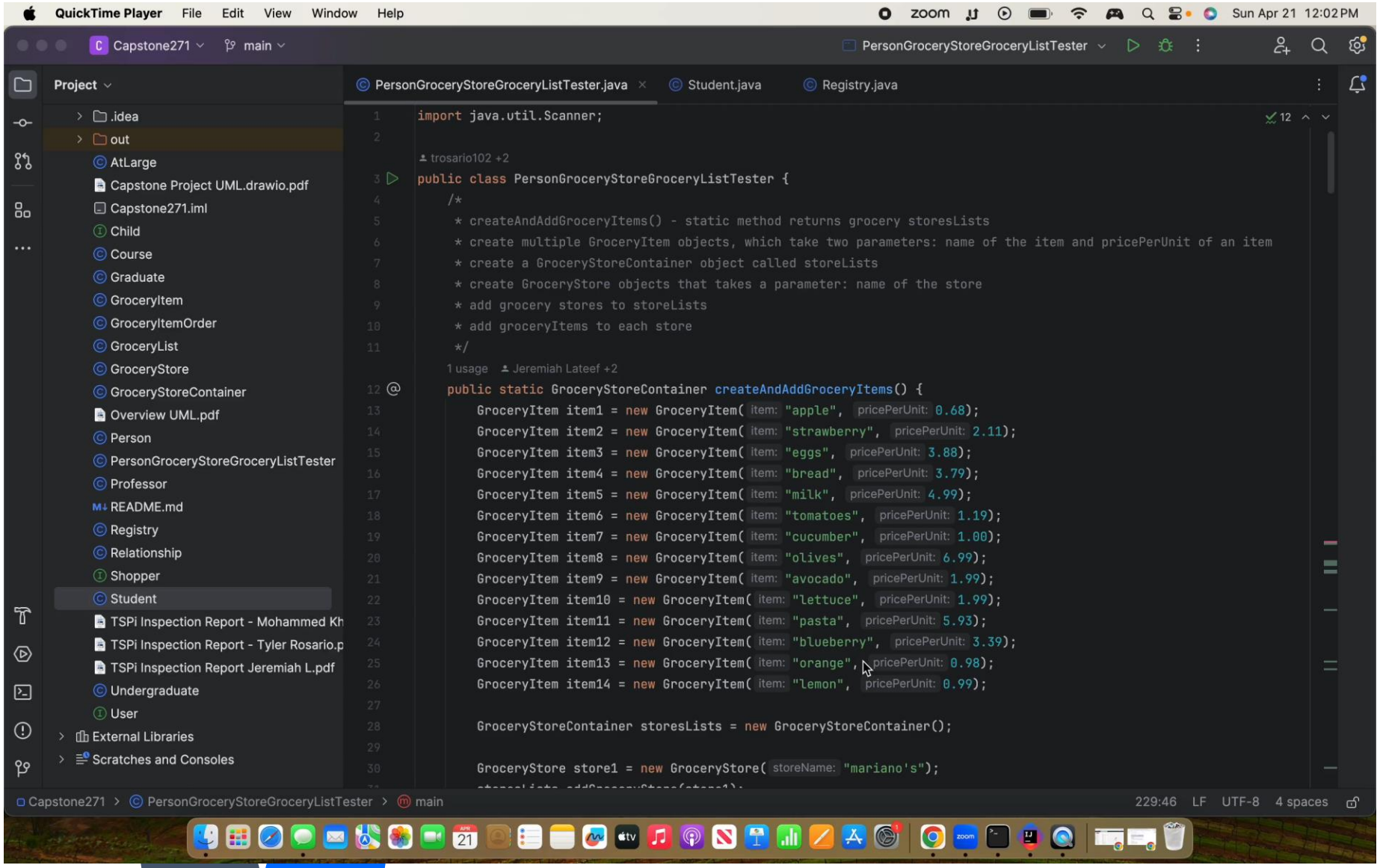
- Communicate early and often
- Establish naming conventions
- Design a unified UML to simplify coding process
- Use feature branches and review code before merging
- Test code individually and together early in the process

App Demo

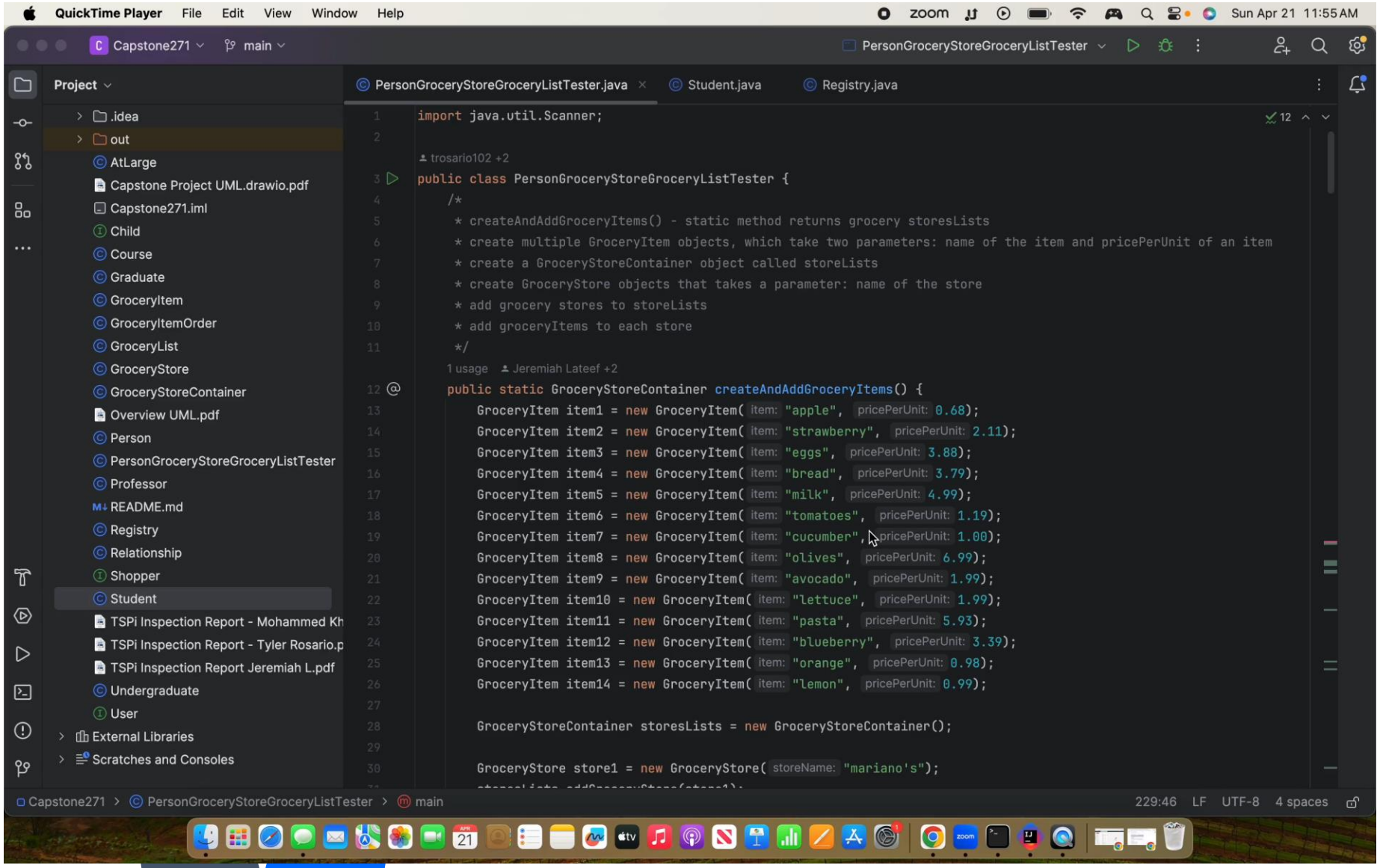
Ancestry Demo 1



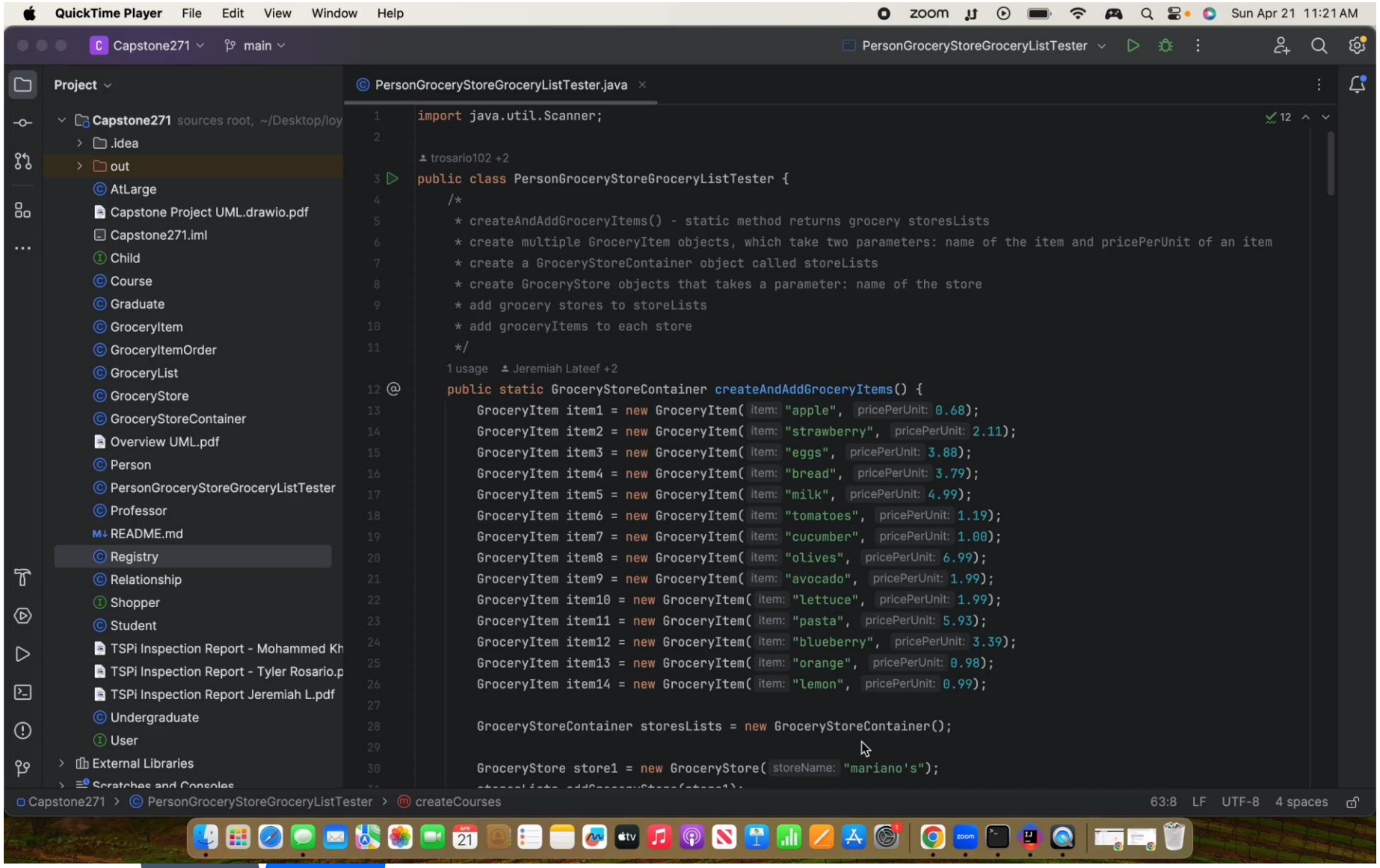
Ancestry Demo 2



Add/Drop Course



Grocery Demo



Thank you for listening!

Any questions?