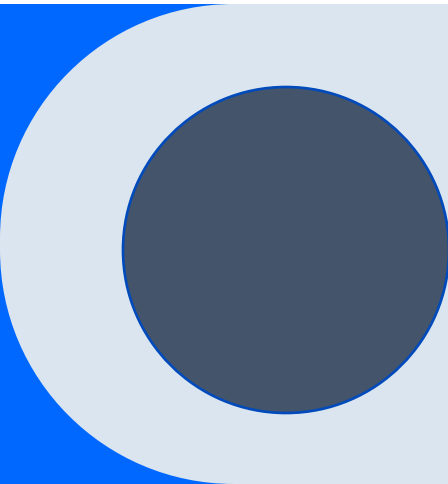





# Capstone Project



Jeremiah Lateef  
Mohammed Khursiwala  
Tyler Rosario



# Agenda

Initial Impressions

Design Approach

Challenges

Overview UML

Shopper & User Interface

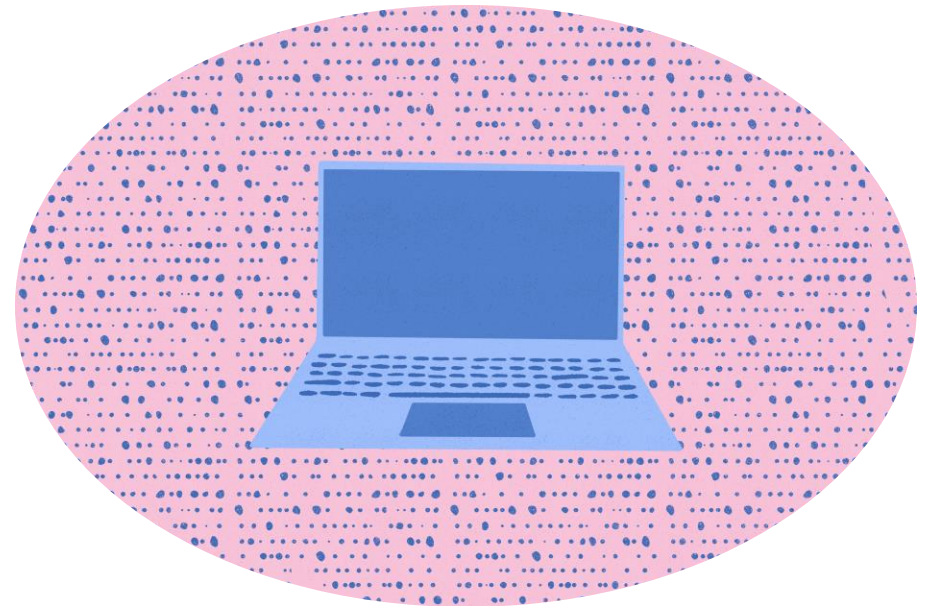
Children Extension

Software Engineering Metrics

Code Review

Takeaways

App Demo



# 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

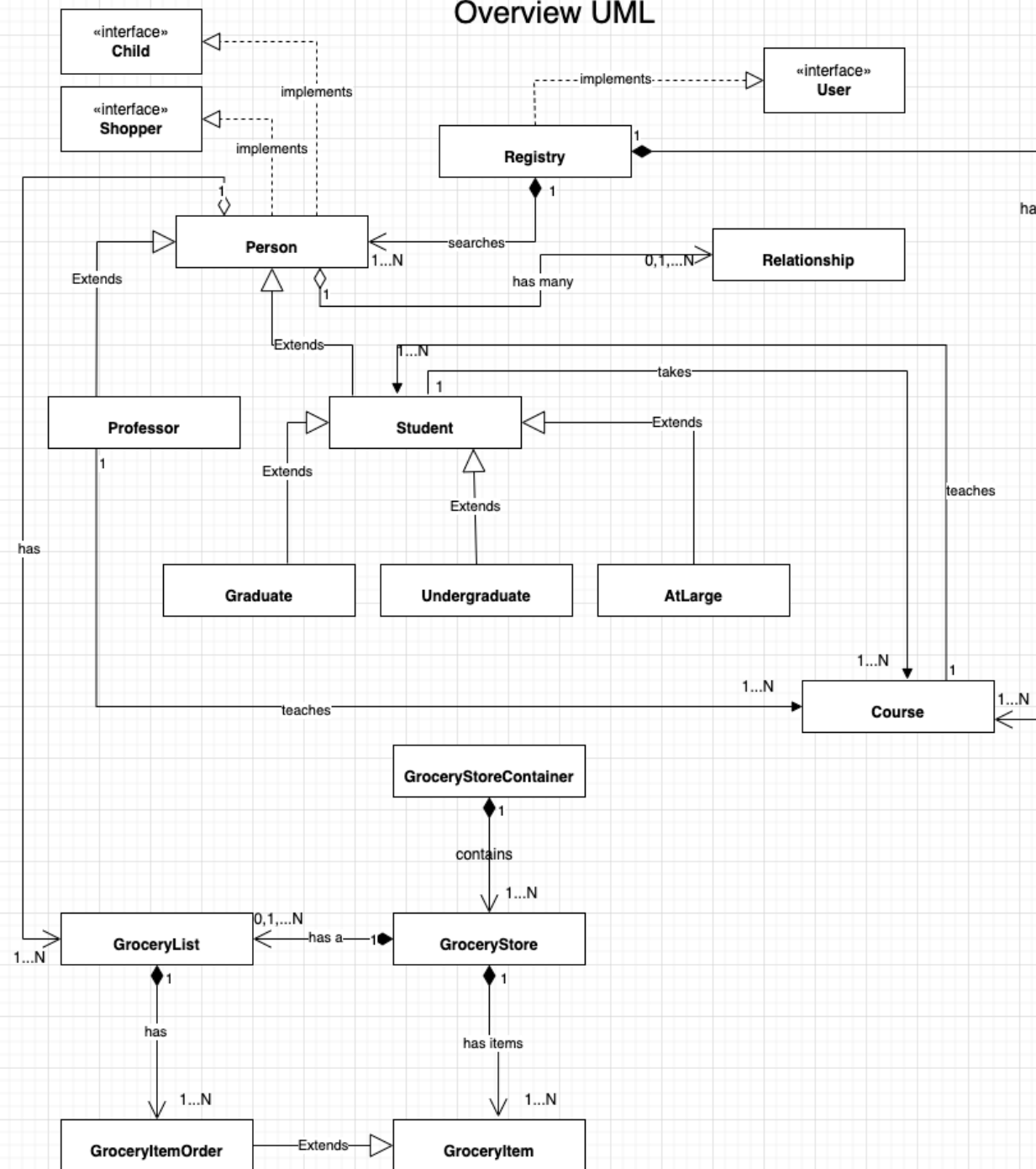
1. Meet regularly
2. Divide & Conquer
3. Use shared GitHub repo
4. Encapsulation, Inheritance, & Polymorphism
5. Code review
6. Documentation



# 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



# Shopper & User Interface

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

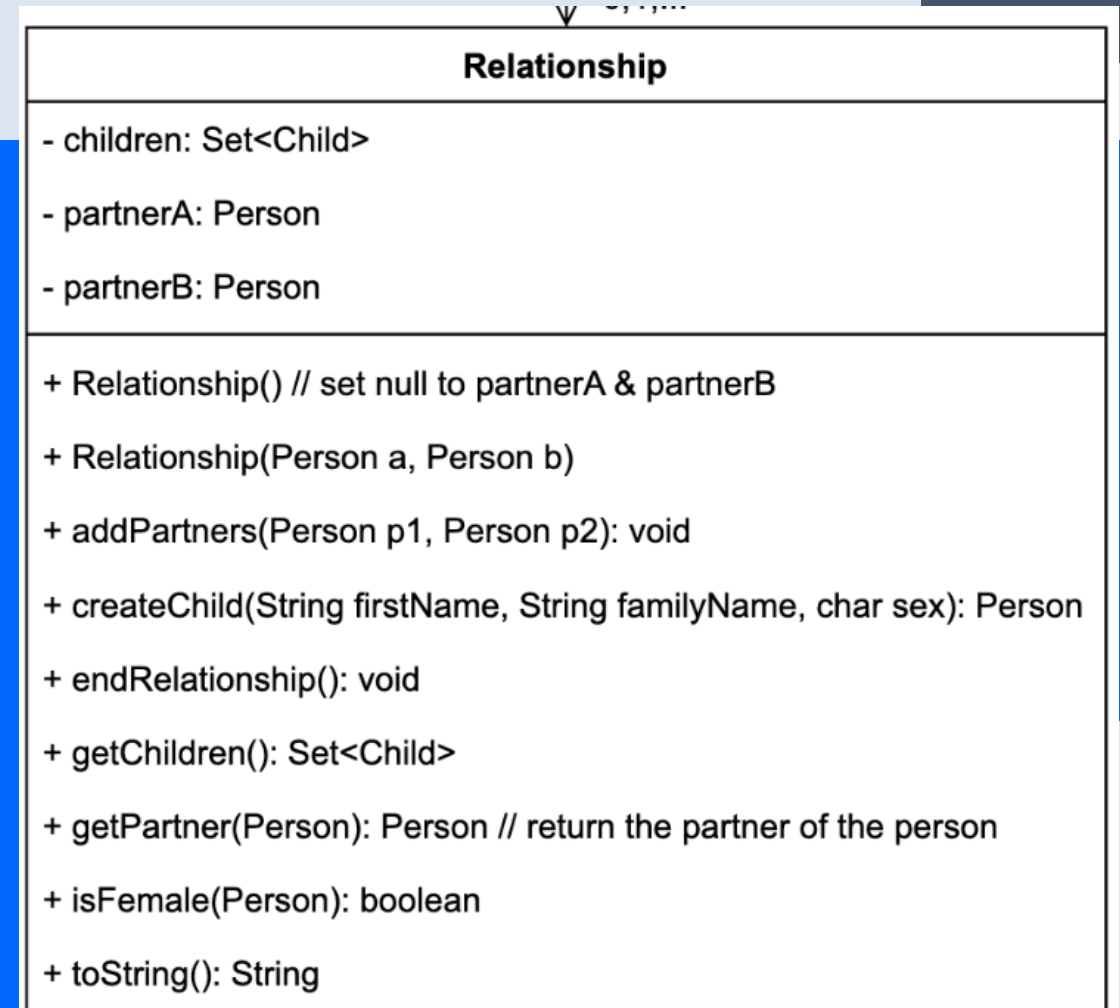
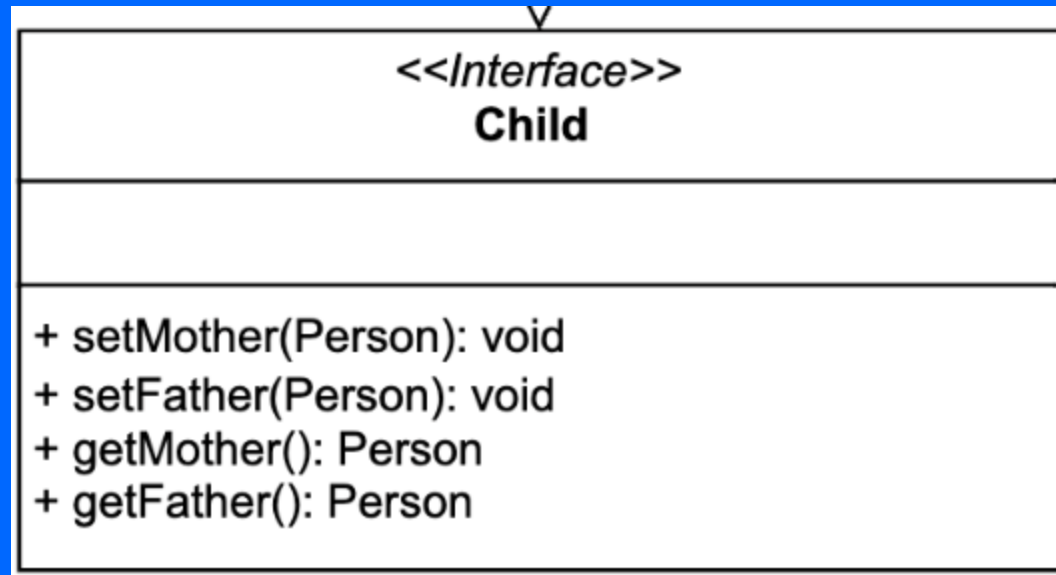
```
public interface User {  
    1 usage 1 implementation ① mkhursiwala2005  
    public void addGroceryItems(String item, int quantity, GroceryStore store, GroceryList list);  
    1 usage 1 implementation ① trosario102  
    public double checkPersonDiscount(Person person, GroceryList list); // checks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

# Key Part in Our Program

- Person
- Registry
- Course



# Children Extension



# Software Engineering Metrics

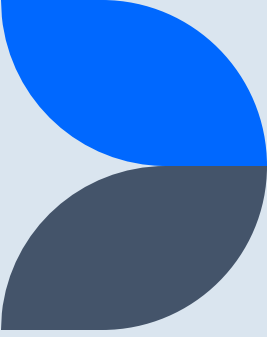
- Number of classes: 14
- Number of interfaces: 3
- Number of methods: 115
- Lines of code: 1144
- Number of unresolved bugs: 22

# Code Review Results (Jeremiah)

GroceryItem, GroceryStore, GroceryList

Name	Defects <sup>1</sup>		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)

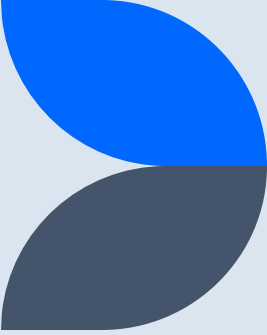
Person.java

## Engineer Data

Name	Defects <sup>1</sup>		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



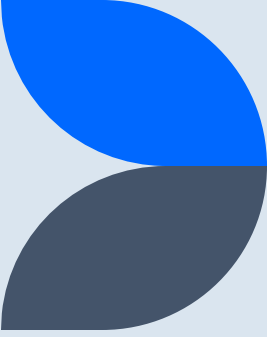
# Code Review Results (Tyler)

Course, Relationship

Name	Defects		Preparation Data			Est.
	Major	Minor	Size (LOC)	Time (Min)	Rate (LOC/ <u>hr</u> )	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 <u>hrs</u>	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

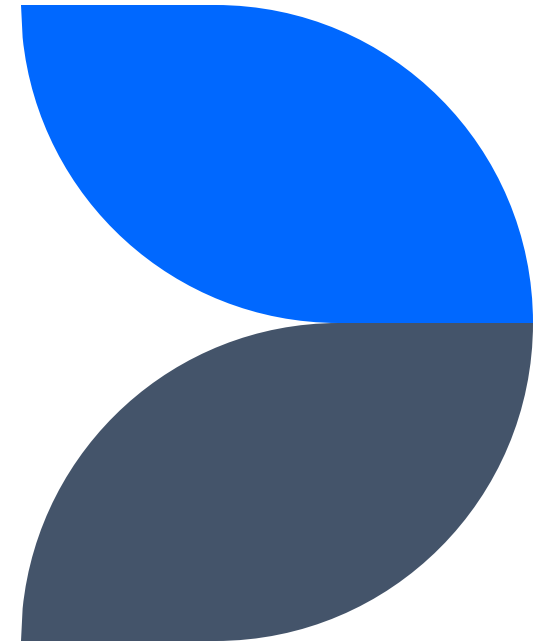
- See each other's coding style
- Different ways to implement code
- Learn exactly how different classes/methods work
- Allows for bug detection leading to higher quality code
- Standardize coding practices
- Team collaboration and cohesion



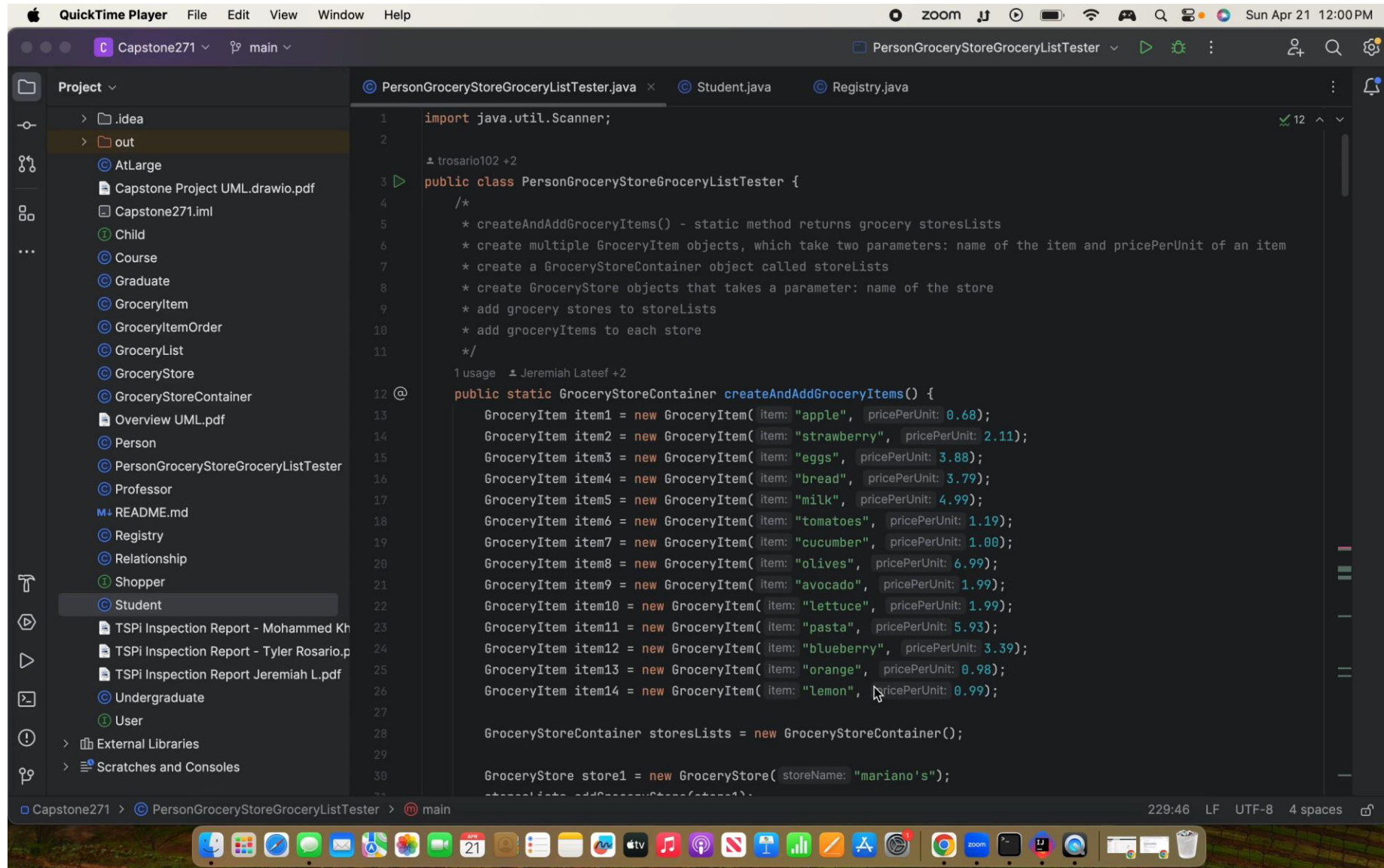
# Takeaways

- 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

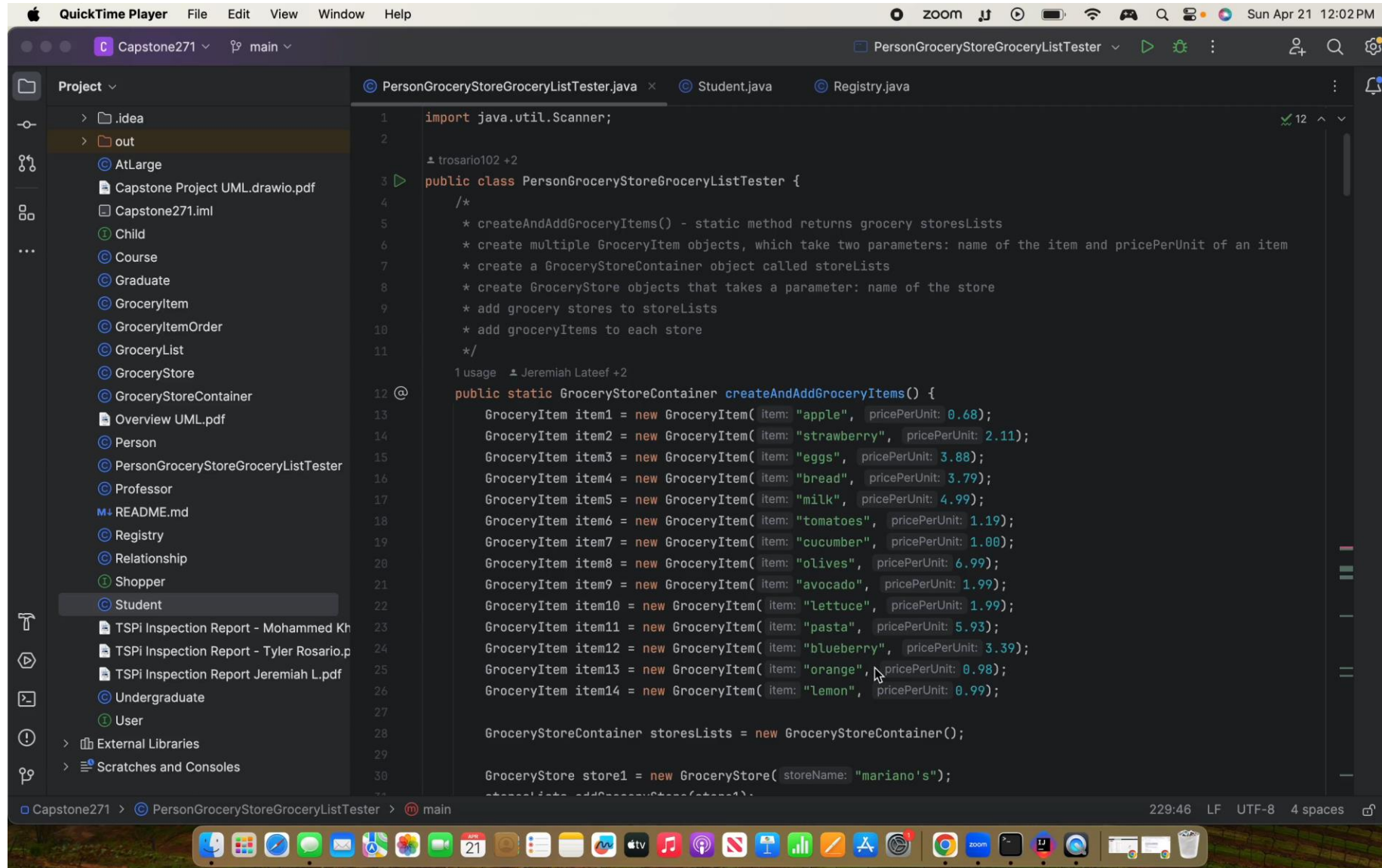


The screenshot shows an IDE window titled "QuickTime Player" with a menu bar (File, Edit, View, Window, Help) and a status bar at the bottom. The main editor displays the file "PersonGroceryStoreGroceryListTester.java". The code is as follows:

```
1 import java.util.Scanner;
2
3 import trosario102 +2
4
5 public class PersonGroceryStoreGroceryListTester {
6     /*
7      * createAndAddGroceryItems() - static method returns grocery storesLists
8      * create multiple GroceryItem objects, which take two parameters: name of the item and pricePerUnit of an item
9      * create a GroceryStoreContainer object called storeLists
10     * create GroceryStore objects that takes a parameter: name of the store
11     * add grocery stores to storeLists
12     * add groceryItems to each store
13     */
14
15     1 usage  trosario102 +2
16     public static GroceryStoreContainer createAndAddGroceryItems() {
17         GroceryItem item1 = new GroceryItem( item: "apple", pricePerUnit: 0.68);
18         GroceryItem item2 = new GroceryItem( item: "strawberry", pricePerUnit: 2.11);
19         GroceryItem item3 = new GroceryItem( item: "eggs", pricePerUnit: 3.88);
20         GroceryItem item4 = new GroceryItem( item: "bread", pricePerUnit: 3.79);
21         GroceryItem item5 = new GroceryItem( item: "milk", pricePerUnit: 4.99);
22         GroceryItem item6 = new GroceryItem( item: "tomatoes", pricePerUnit: 1.19);
23         GroceryItem item7 = new GroceryItem( item: "cucumber", pricePerUnit: 1.00);
24         GroceryItem item8 = new GroceryItem( item: "olives", pricePerUnit: 6.99);
25         GroceryItem item9 = new GroceryItem( item: "avocado", pricePerUnit: 1.99);
26         GroceryItem item10 = new GroceryItem( item: "lettuce", pricePerUnit: 1.99);
27         GroceryItem item11 = new GroceryItem( item: "pasta", pricePerUnit: 5.93);
28         GroceryItem item12 = new GroceryItem( item: "blueberry", pricePerUnit: 3.39);
29         GroceryItem item13 = new GroceryItem( item: "orange", pricePerUnit: 0.98);
30         GroceryItem item14 = new GroceryItem( item: "lemon", pricePerUnit: 0.99);
31
32         GroceryStoreContainer storeLists = new GroceryStoreContainer();
33
34         GroceryStore store1 = new GroceryStore( storeName: "mariano's");
35         store1.addGroceryStores(storeLists);
36     }
37 }
```

The IDE interface includes a "Project" view on the left showing a file tree with folders like ".idea" and "out", and files like "Capstone Project UML.drawio.pdf", "Capstone271.iml", "Child", "Course", "Graduate", "GroceryItem", "GroceryItemOrder", "GroceryList", "GroceryStore", "GroceryStoreContainer", "Overview UML.pdf", "Person", "PersonGroceryStoreGroceryListTester", "Professor", "README.md", "Registry", "Relationship", "Shopper", "Student", "TSPI Inspection Report - Mohammed Kh", "TSPI Inspection Report - Tyler Rosario.p", "TSPI Inspection Report Jeremiah L.pdf", "Undergraduate", and "User". The "Student" file is selected. The status bar at the bottom shows "Capstone271", "PersonGroceryStoreGroceryListTester", "main", "229:46", "LF", "UTF-8", and "4 spaces".

# Ancestry Demo 2

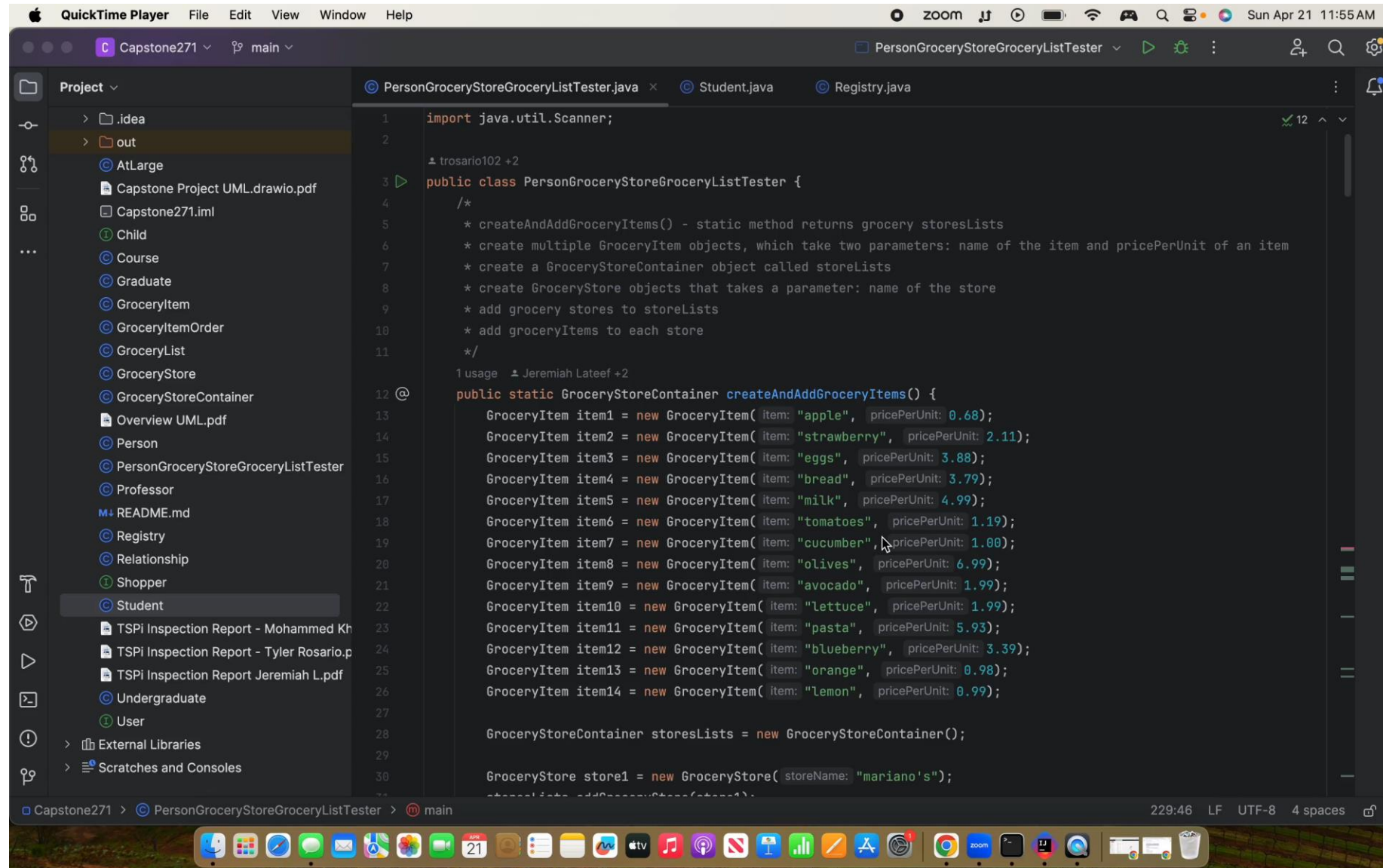


The screenshot shows an IDE window titled "QuickTime Player" with a menu bar (File, Edit, View, Window, Help) and a status bar at the bottom. The main window displays a Java file named "PersonGroceryStoreGroceryListTester.java". The code is as follows:

```
1 import java.util.Scanner;
2
3 /*
4  * createAndAddGroceryItems() - static method returns grocery storesLists
5  * create multiple GroceryItem objects, which take two parameters: name of the item and pricePerUnit of an item
6  * create a GroceryStoreContainer object called storeLists
7  * create GroceryStore objects that takes a parameter: name of the store
8  * add grocery stores to storeLists
9  * add groceryItems to each store
10 */
11
12 @usage 1 Jeremiah Lateef +2
13
14 public static GroceryStoreContainer createAndAddGroceryItems() {
15     GroceryItem item1 = new GroceryItem( item: "apple", pricePerUnit: 0.68);
16     GroceryItem item2 = new GroceryItem( item: "strawberry", pricePerUnit: 2.11);
17     GroceryItem item3 = new GroceryItem( item: "eggs", pricePerUnit: 3.88);
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19     GroceryItem item5 = new GroceryItem( item: "milk", pricePerUnit: 4.99);
20     GroceryItem item6 = new GroceryItem( item: "tomatoes", pricePerUnit: 1.19);
21     GroceryItem item7 = new GroceryItem( item: "cucumber", pricePerUnit: 1.00);
22     GroceryItem item8 = new GroceryItem( item: "olives", pricePerUnit: 6.99);
23     GroceryItem item9 = new GroceryItem( item: "avocado", pricePerUnit: 1.99);
24     GroceryItem item10 = new GroceryItem( item: "lettuce", pricePerUnit: 1.99);
25     GroceryItem item11 = new GroceryItem( item: "pasta", pricePerUnit: 5.93);
26     GroceryItem item12 = new GroceryItem( item: "blueberry", pricePerUnit: 3.39);
27     GroceryItem item13 = new GroceryItem( item: "orange", pricePerUnit: 0.98);
28     GroceryItem item14 = new GroceryItem( item: "lemon", pricePerUnit: 0.99);
29
30     GroceryStoreContainer storesLists = new GroceryStoreContainer();
31
32     GroceryStore store1 = new GroceryStore( storeName: "mariano's");
33     storesLists.addGroceryStore(store1);
34 }
```

The IDE interface includes a "Project" view on the left showing a file tree with folders like ".idea" and "out", and files like "Capstone Project UML.drawio.pdf", "Capstone271.iml", "Child", "Course", "Graduate", "GroceryItem", "GroceryItemOrder", "GroceryList", "GroceryStore", "GroceryStoreContainer", "Overview UML.pdf", "Person", "PersonGroceryStoreGroceryListTester", "Professor", "README.md", "Registry", "Relationship", "Shopper", "Student", "TSPI Inspection Report - Mohammed Kh", "TSPI Inspection Report - Tyler Rosario.p", "TSPI Inspection Report Jeremiah L.pdf", "Undergraduate", "User", "External Libraries", and "Scratches and Consoles". The status bar at the bottom shows "Capstone271 > PersonGroceryStoreGroceryListTester > main" and "229:46 LF UTF-8 4 spaces".

# Add/Drop Course



QuickTime Player File Edit View Window Help

Capstone271 main

PersonGroceryStoreGroceryListTester

Project

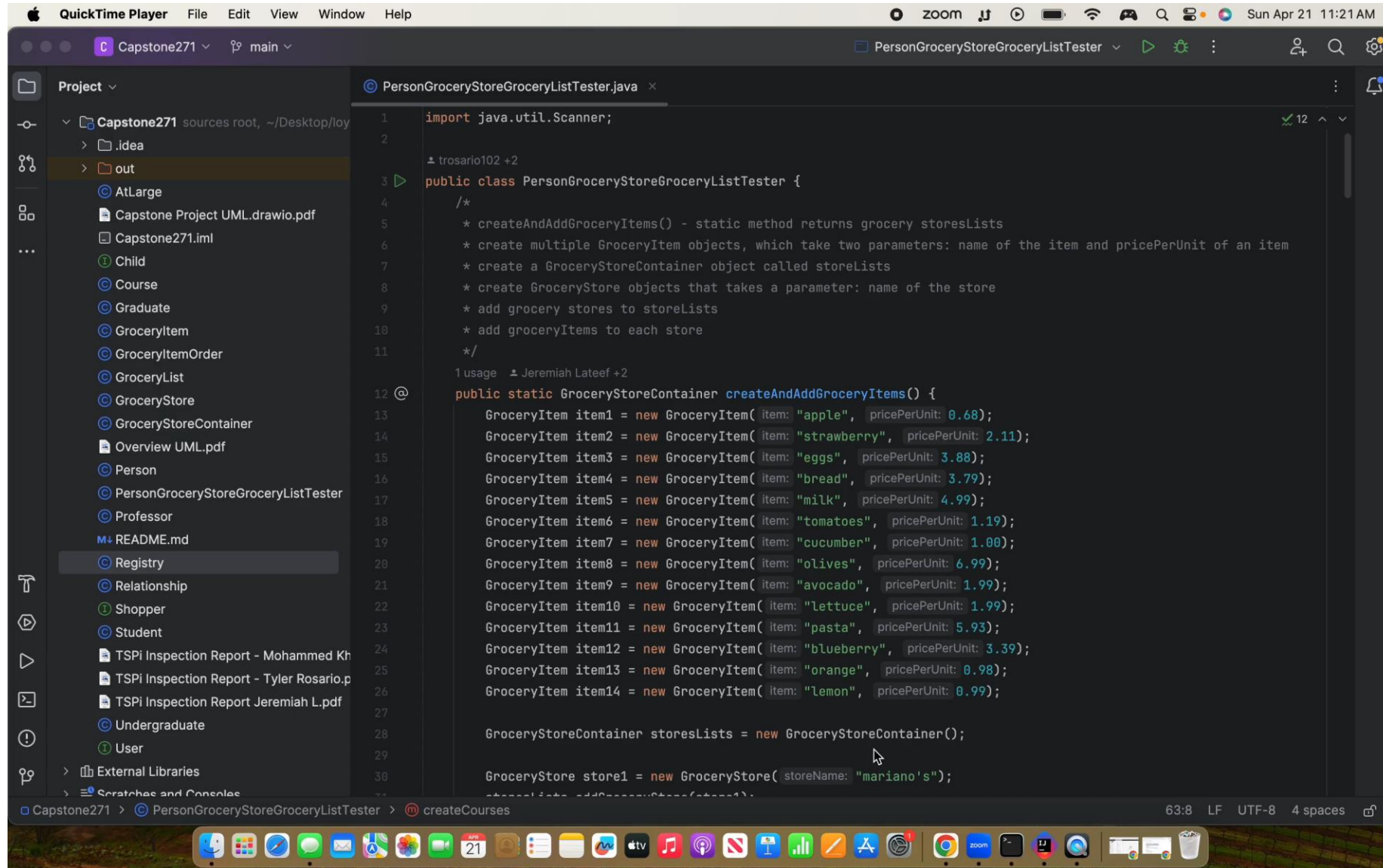
- .idea
- out
- AtLarge
- Capstone Project UML.drawio.pdf
- Capstone271.iml
- Child
- Course
- Graduate
- GroceryItem
- GroceryItemOrder
- GroceryList
- GroceryStore
- GroceryStoreContainer
- Overview UML.pdf
- Person
- PersonGroceryStoreGroceryListTester
- Professor
- README.md
- Registry
- Relationship
- Shopper
- Student
- TSPI Inspection Report - Mohammed Kh
- TSPI Inspection Report - Tyler Rosario.p
- TSPI Inspection Report Jeremiah L.pdf
- Undergraduate
- User
- External Libraries
- Scratches and Consoles

```
1 import java.util.Scanner;
2
3 /*
4  * createAndAddGroceryItems() - static method returns grocery storesLists
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7  * create GroceryStore objects that takes a parameter: name of the store
8  * add grocery stores to storeLists
9  * add groceryItems to each store
10 */
11
12 @ 1 usage 1 Jeremiah Lateef +2
13 public static GroceryStoreContainer createAndAddGroceryItems() {
14     GroceryItem item1 = new GroceryItem( item: "apple", pricePerUnit: 0.68);
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26     GroceryItem item13 = new GroceryItem( item: "orange", pricePerUnit: 0.98);
27     GroceryItem item14 = new GroceryItem( item: "lemon", pricePerUnit: 0.99);
28
29     GroceryStoreContainer storesLists = new GroceryStoreContainer();
30
31     GroceryStore store1 = new GroceryStore( storeName: "mariano's");
32     storesLists.addGroceryStore(store1);
33 }
```

229:46 LF UTF-8 4 spaces



# Grocery Demo



QuickTime Player File Edit View Window Help

Capstone271 main

PersonGroceryStoreGroceryListTester

Project

- Capstone271 sources root, ~/Desktop/loy
  - .idea
  - out
    - AtLarge
    - Capstone Project UML.drawio.pdf
    - Capstone271.iml
    - Child
    - Course
    - Graduate
    - GroceryItem
    - GroceryItemOrder
    - GroceryList
    - GroceryStore
    - GroceryStoreContainer
    - Overview UML.pdf
    - Person
    - PersonGroceryStoreGroceryListTester
    - Professor
    - README.md
    - Registry
    - Relationship
    - Shopper
    - Student
    - TSPI Inspection Report - Mohammed Kh
    - TSPI Inspection Report - Tyler Rosario.p
    - TSPI Inspection Report Jeremiah L.pdf
    - Undergraduate
    - User
  - External Libraries
  - Scratches and Consoles

PersonGroceryStoreGroceryListTester.java

```
1 import java.util.Scanner;
2
3 1 trosario102 +2
4 public class PersonGroceryStoreGroceryListTester {
5     /*
6      * createAndAddGroceryItems() - static method returns grocery storesLists
7      * create multiple GroceryItem objects, which take two parameters: name of the item and pricePerUnit of an item
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12     */
13     1 usage 1 Jeremiah Lateef +2
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29
30         GroceryStoreContainer storeLists = new GroceryStoreContainer();
31
32         GroceryStore store1 = new GroceryStore( storeName: "mariano's");
33         createAndAddGroceryItems(store1);
34     }
35 }
```

63:8 LF UTF-8 4 spaces



# Thank you for listening!

Any questions?