26G MENTOR-MENTEE TRAINING

FINAL PRESENTATION

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TEAM: TOOL DEVELOPMENT
GROUP: BROAD BASE TOOLS 3
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AGENDA

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TRAINING TARGET & RESULT

Achieve “Software Design Engineer” with role Level 2 by November, 2019
=> Do IDE Design Task without support, if it is within certain degree of difficult.

Role	Skill	Description	Target Level	Current level
Engineer for software design	**Software Functional Design**	• Decide the structure of software according to given software requirement definitions.	2	2
	Software Detailed Design	• Conduct a detailed software design according to given software structure definitions.	2	2
Coding engineer	**Software Coding**	• Have sufficient knowledge of programming language and create a program based on the detail design document • Conduct a code review of created code.	2	2
	Readability	• Have knowledge of techniques for improving the source code readability and perform coding accordingly.	2	2

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TRAINING TARGET & RESULT

Achieve “Software Design Engineer” with role Level 2 by November, 2019
=> Do IDE Design Task without support, if it is within certain degree of difficult.

Role	Skill	Description	Target Level	Current level
Engineer for testing	**Test environment setup**	• Have knowledge to set up test environment (set up environment, configure boards/devices, …).	2	2
	Testing	• Conduct tests according to the test specifications	2	2
	Failure analysis	• Locate the cause of any trouble and make analysis to find and fix similar bug	2	2

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TRAINING TARGET & RESULT

Achieve “Software Design Engineer” with role Level 2 by November, 2019
=> Do IDE Design Task without support, if it is within certain degree of difficult.

Skill	Description	Current level
Development Process	• Know/Understand and can follow Development process • Can evaluate the results to find and improve weak phase of the process.	Achieved
Communication skill	• Can express idea to others. • Can report status/issues/solutions to teammates.	Achieved
Management Ability	• Can schedule works and follow the schedule • Can manage common risk for assigned tasks: private issues (health,…), technical issues (lack of experience in assigned fields),…	Achieved

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ACTIVITIES & ACHIEVEMENTS

Development environment

Activities

- Read and follow guideline documents
- Confirm and get support from experience engineers

Achievements

- Can setup development environment (target platform, baseline, Git…).
- Can use and configures most boards/devices/emulator in development.
- Can use system tools to support tasks smoothly (JIRA, Confluence, Gerrit, Jenkins, …)
- Can support new member to setup environment.

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ACTIVITIES & ACHIEVEMENTS

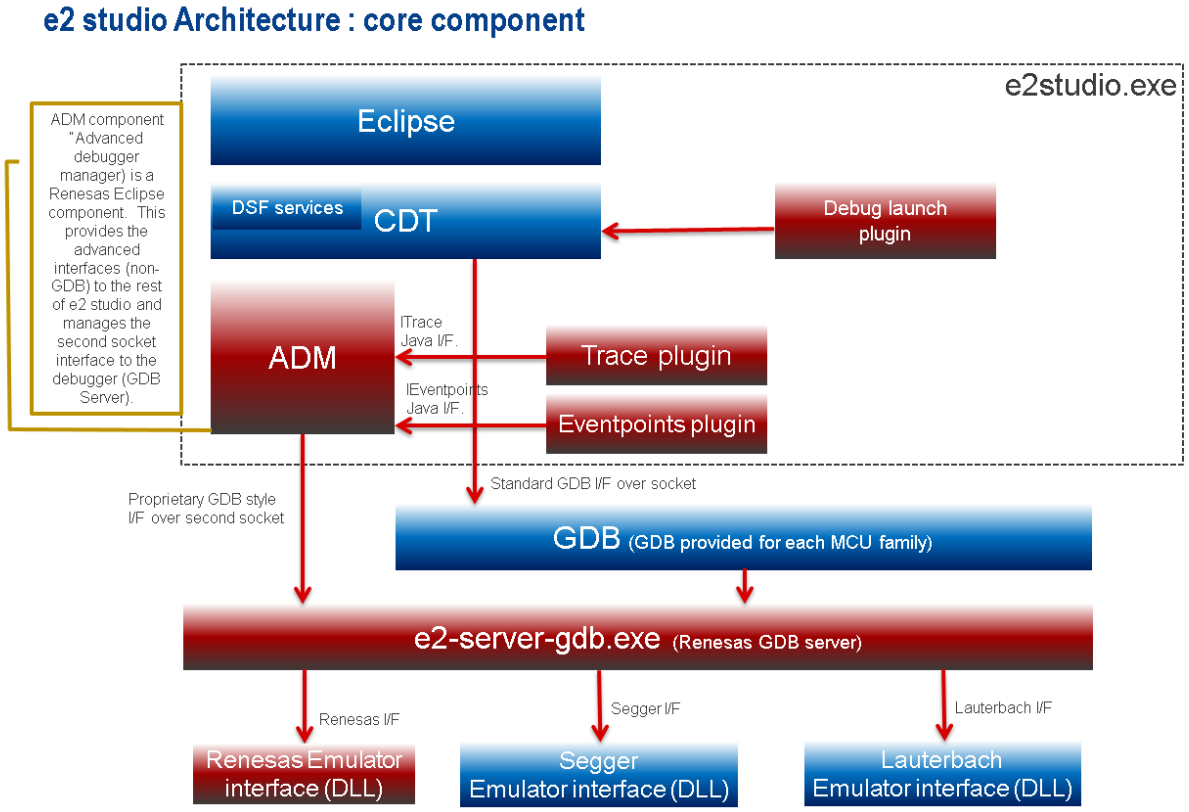
E2studio debugger

Activities

- Train through daily tasks in team (from GUI tasks to GDB server tasks and combination tasks).

Achievements

- Know basic layers and flow of e2studio
- Understand flow and how to communicate between layers
- Can debug flow from GUI to GDB Server through ADM
- Can in charge tasks in GUI, ADM also basic tasks in GDB Server.



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ACTIVITIES & ACHIEVEMENTS

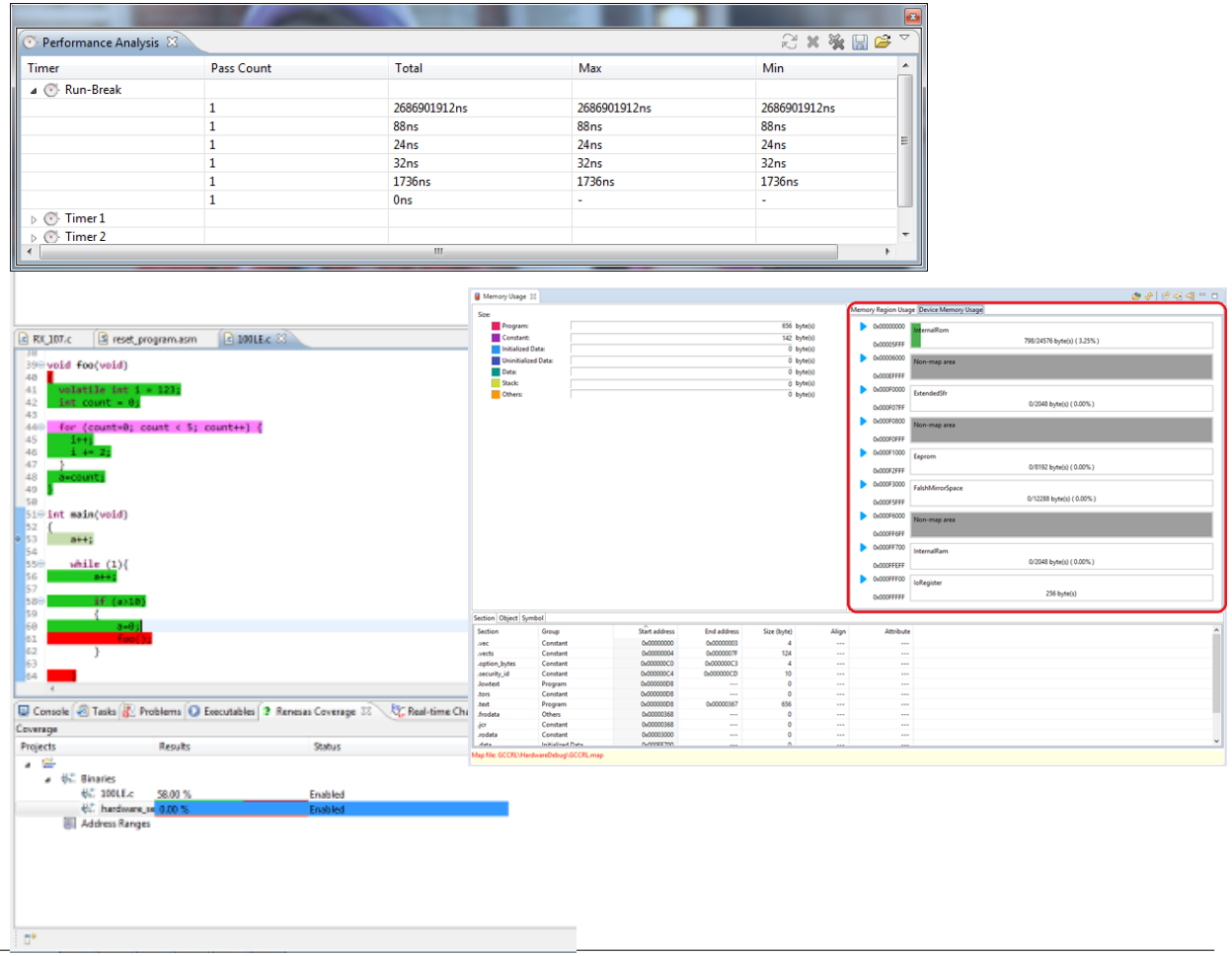
Functional Design & Detailed Design

Activities

- Train through daily tasks in team with feature tasks
- Investigate requirement, existing design, propose idea(s), create F.S to confirm via review
- Join tasks for improvement, feature (restructure Coverage plugin, new feature for Memory Usage)
- Propose structure and internal processing flow
- Create D.S and confirm via review.

Achievements

- Can create F.S, D.S, implementation note without support
- Can support to review basic F.S, D,S, implementation note
- Understand deeply structure and processing flow of plugins



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ACTIVITIES & ACHIEVEMENTS

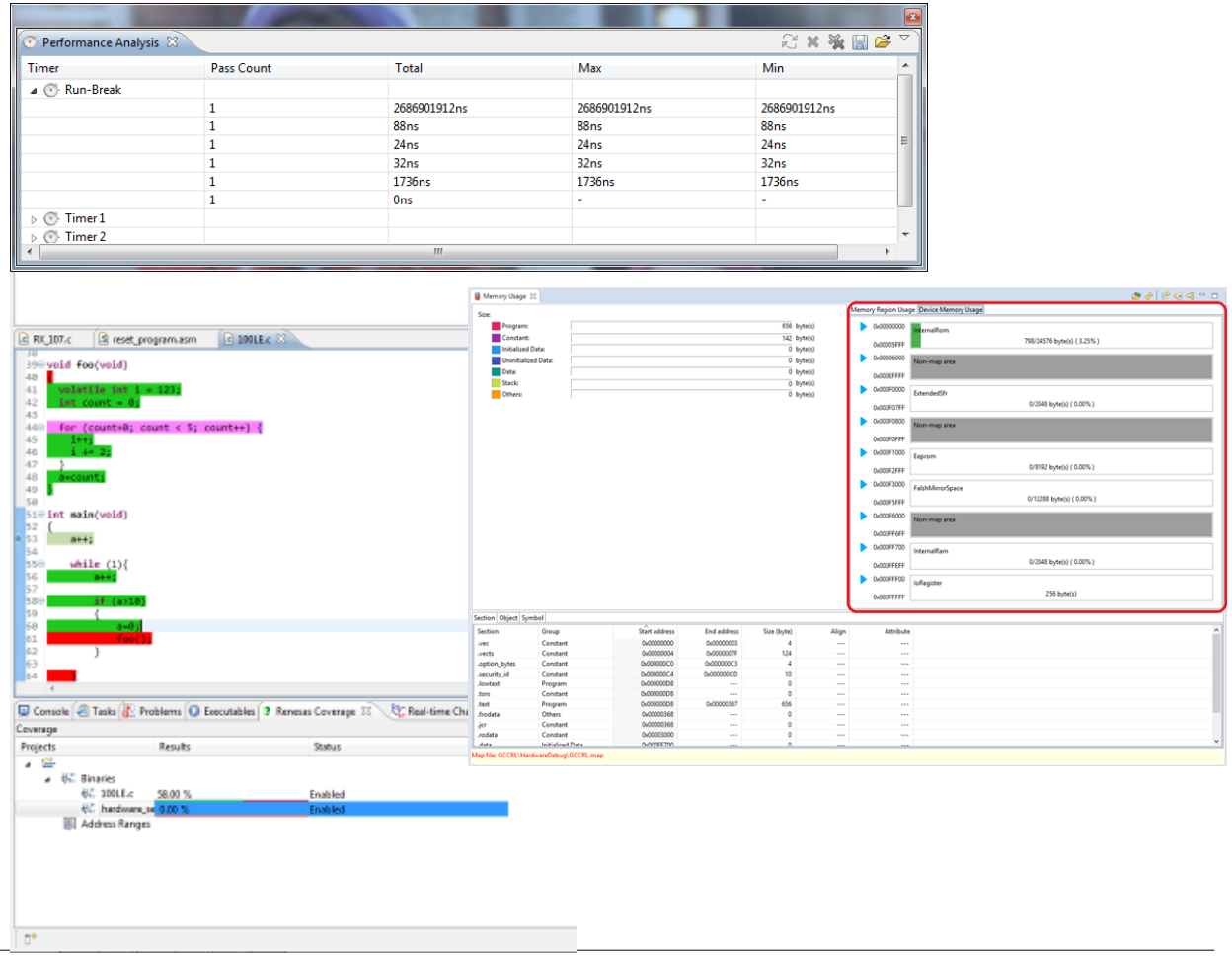
Coding & Development knowledge

Activities

- Train through daily tasks in team with feature tasks
- Challenge to tasks using new technology

Achievements

- Have knowledge about GUI library (SWT, JavaFx)
- Have knowledge about thread, job
- Have knowledge about Collection (List, Set, Map, …)
- Can create plugin/RCP application.
- Know how to use debugging from Eclipse (Java side) to Visual studio (GDB Server side).
- Have basic knowledge about DSF service.
- Can support to review source code.



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ACTIVITIES & ACHIEVEMENTS

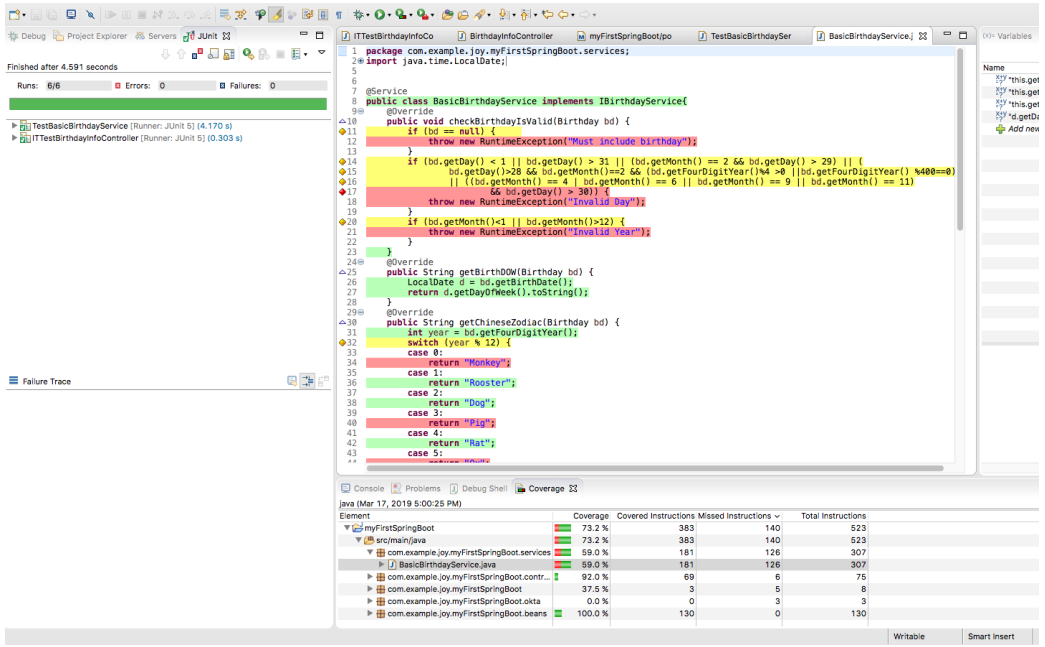
Testing

Activities

- Create test cases (UT, IT) for daily tasks.
- Create automation test (Junit, RCPTT)

Achievements

- Can create test cases to cover source code, also use case
- Can create and review test scripts from existing test cases
- Can analyze fail cases to determine root cause.
- Can review test cases, also test scripts



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ACTIVITIES & ACHIEVEMENTS

Development process

Activities

- Read and following project plan to apply daily tasks.

Achievements

- Understand and apply Agile to daily tasks.

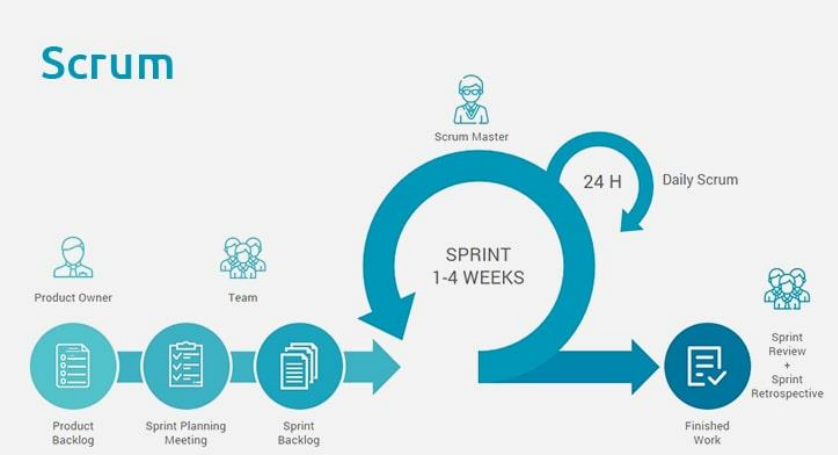
Communication skill

Activities

- Think in reader's view point.
- Share knowledge and training new members

Achievements

- Can discuss and confirm with customer/other members about requirement/tasks.
- Can support to train new members



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- Training target & Result
- Activities & Achievements
- Difficulty & Solutions (1/1)
- Plan

DIFFICULTY & SOLUTIONS

Difficulty	Solutions
Lack of user view point	• Create documents to confirm to other members/ customers before implementation
Lack of general view point to make design for plugin. This makes restructure plugin tasks conflict together.	• Confirm to experience engineer to get idea(s), solutions • Refer other design and investigate to understand processing flow/spec deeply

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PLAN

- Study about ARM architecture for future tasks
- Improve development skills, also design skills
- Improve management skills

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Thank you for listening

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