**Final Project-My Money**

**1.Team structure**

There are four people in our team, including two software developers、one product manager and one software tester. I am the software tester in the team.

**2.Project Background And Developing**

For people with relatively low income or students and other people without income who want to save money and keep track of their daily income and expenses, The My Money is a mobile APP That allows people to keep track of every paycheck or purchase they make in real-time. Unlike some bookkeeping apps, which have more and more complex functions. However, these features make the APP increasingly difficult to use. Our Product is minimalist in design and focuses on recording revenues and expenditures. People can see clearly where their money is going from day to day, and this helps them to have a rational outlook on spending.

The main function of this account APP——My money is to record every expenditure, income, and why the expenditure or income in life, so that users can clearly understand their income and expenditure. After a week of hard work by the developers, the entire APP is basically developed and all functions can run normally.

**3.Project Test**

In my test process, because there may not be good communication between developers, The two developers' code class naming, process structure and so on are quite different, lead to special difficult when I am reading the code,I then returned the code to the developer, and Let them negotiate the naming rules, the structure rules, then improve the code and give it to me for testing.Through the test of the basic classes of the APP source code, the stress test and the manual test of the full function of the APP, we can know that the current functions of the APP can work normally. Then deliver to the product manager, and through multiple delivery and revision with the product manager, finally get a basic APP for users to use. Although the basic functions of the APP can be realized and the APP can be used normally, there may be some shortcomings, such as the interface is not beautiful enough and the function is not perfect enough. If the annual income and expenditure report is pushed, the whole APP will be more perfect.

**4.Project Report**

In the final APP project report, each of us discussed the problems in our work and the methods to solve the problems, and then expressed our feelings about the use of APP. Finally, a member recorded and made PPT, and finally gave a report in class. At this point, the project is complete.

**5.Project summary**

This semester, I took the course of Software Engineering. During the course, the teacher taught me a lot about the work experience of team project development, which benefited me a lot. It can be said that it established a general understanding of my work in the future. In this semester, we also carried out a team project development along with the learning progress of this course.

At the beginning of the project, our team is going to develop a "canteen online reservation System (Time to Eat System)" APP , this is an online order platform, and its main service school students, faculty and staff canteen, it could make people order without waiting in line ahead of Time, wherever they are, food will be sent to the designated place. Unlike other ordering systems, such as ELEMA or MeiTuan, the Time to Eat System focuses on the service provided by the campus canteen, rather than delivering food to customers from the restaurant. Our product allows restaurants to upload different dishes for each meal. People can order up to two hours in advance according to their needs, and they can get the food within the specified time without having to queue. Besides, our service will definitely be cheaper

We also realized the basic interface and functions of the project through Xture. No matter from which aspect, the project is a practical, economical and operable project. However, according to the current knowledge mastered by our team, it is indeed too difficult to complete the development of the project. After everyone's discussion, we unanimously decided to abandon the project and move on to another one.

Due to time constraints, it was also a big test for our team to give up the original project and conceive a new one. After a lot of heated discussion, we finally decided to develop an account APP——My Money. It had a Strong operability and it is easier for our team to implement.

Practical work proved that we made a right decision.

From the idea of the whole project to build ideal structure function, and to overthrow, restart a new project, implementation, testing, operation, the entire project development process can be said to be very close to the real working environment of the project development, team personnel division of labor is clear, encounter problems everyone again to discuss cooperation, until the final completion of this project. There were disagreements, and everyone agreed that their idea was the best solution (perhaps because programmers insisted on it), but in the end everyone came up with a solution that was considered perfect. I think this is the charm of teamwork. Every member tries hisbest to do a good job in this project. Sometimes we may have some differences of opinion, but as long as the final result is the best solution to the problem in the project, all members will agree with each other. To seek common ground while reserving differences is the best attitude of each member towards a development project.

I am glad that I have chosen this course. What I have learned from this course is not only the valuable experience of teachers, but also the importance of teamwork. I really enjoy the process of developing projects with my teammates, There's the debate over a problem, the effort to implement a feature, and the joy of solving each problem and completing the project,which will be an extremely precious experience for me.