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Current State Process Analysis Report

The purpose of this document is to summarize the findings of the first two stages of the Process Improvement Methodology – Project Scope and Gather Current State.

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# Week 1

Meeting Date | time *13.02.2020* | *10:30* | Meeting location *Fontys R1*

Today’s decisions and subjects were regarding the team logo and name. Every party from the team had a say in the design and name.

All parties involved worked on structuring our draft for the project plan. Our team reflected on questions that we might want to ask during our meeting with the client, and we sourced out the most fitting and important questions.

After sorting out all of the unknowns, we proceeded to work on the project plan and creating the repository for the project.

Completed Tasks

1. Everybody worked on the project name and logo
2. Everybody participated in a general discussion about the project plan
3. Everybody reflected on the questions that will be asked to the client
4. Everybody started reflecting on the project plan
5. Kristian, Ivan and Radoslav began working on the project plan
6. Kristian created a repository for the project
7. Radoslav started working on the process report

# Week 2

Meeting Date | time *24.02.2020* | *10:30* | Meeting location *Fontys R1*

This week we discussed what would be on the URS document. We also started designing the GUI, creating use cases and a MOSCOW table and discussed what the database design would look like. We decided that we must have the employee management and roles of users to be a must. We decided that we should have the department management, and stock manager. And we also decided that we could have a website.

Completed Tasks

1. Kristian, Radoslav and Ivan worked on the URS
2. Lukas created the MOSCOW table
3. Radoslav updated the Project plan adding a gantt chart
4. Radoslav and Kristian worked on designing the GUIs layout
5. Kristian finished the GUI layout and design scheme
6. Lukas started thinking of the database design
7. Radoslav updated the process report

# Week 3

Meeting Date | time *02.03.2020* | *10:30* | Meeting location *Fontys R1*

This week we polished up all the documentation and started working on implementation. We discussed what the UML diagram would consist of and if using API is going to be the right choice.

Completed Tasks

1. Everybody helped finish the URS
2. Lukas suggested we use an API and added it to the git
3. Everybody helped figuring out the database
4. Lukas designed the database

# Week 4

Meeting Date | time *02.03.2020* | *10:30* | Meeting location *Fontys R1*

This week we started thinking about the UML class diagrams. We also started dividing work between all team members regarding the software solution.

Completed Tasks

1. The team divided the classes for the software solution
2. Everybody worked on the UML class diagrams online via discord meeting
3. Radoslav made the classes for Departments and Employees
4. Kristian made the classes for Products and StockManagers
5. Lukas made the classes for the User and UserManager
6. Ivan took the remaining classes

# Week 5

Meeting Date | time *16.03.2020* | *10:30* | Meeting location *Fontys R1*

This week we started working on code implementation. We struggled to use the provided data server by Fontys(hera) but we decided to use local db. We split our work and started close communication within each other to progress as fast as possible. Radoslav started implementing the department section of the software solution, updated the process report and added department functionalities in the test plan. Kristian started working on the product section of the software solution and helping with the employees section as well. Ivan began working on implementing the employees and Lukas implemented the user section of the software solution.

Completed Tasks

1. The team divided work on code equally
2. The team managed to run a local db and start implementing
3. Radoslav started to work on the ‘department’ section of the software solution
4. Kristian started to work on the ‘stock’ section of the software solution
5. Ivan started to work on the ‘employee section of the software solution
6. Lukas started to work on the ‘user and login’ section of the software solution

# Week 6

Meeting Date | time *26.03.2020* | *10:00* | Meeting location *Fontys R1*

This week we finished working on group four’s test report, arranged a meeting with the client and with our tutor. We worked on bug fixing our software implementation after receiving our test plan from group two. We created a presentation and discussed how the meeting should be conducted.

Completed Tasks

1. Everyone tested group two’s software
2. Everyone bug fixed our software solution
3. Everyone updated their part of the code after the test report’s feedback
4. Kristian wrote the test report
5. Radoslav created the presentation
6. Radoslav updated the process report

Member Remarks | *Radoslav Karaganchev | Ivan Marinchev| Lukas Rimavičius | Kristian Lachev*

Kristian Lachev

During the time I was involved in this project, I gained new knowledge as a developer, by coding, and as a person, by being in a team. At first when I was reading through the information about this new project, I was not sure if I can handle the amount of work that this carried, but after I did most of my assignments for OOD I gained enough experience to actually contribute a lot to the project. When I first started coding this, I had no idea how to connect and use a database in C#. When I made my classes I did not make them with the database in mind, so right I learnt what to do, I had to go back and reevaluate the way I code the methods in the classes. This whole experience taught me a lot in terms of developing myself as a good software engineer and solidifying my C# knowledge.

This project had another aspect and that was the team aspect. I learnt that being a useful team member is not only about being able to write code well, but also to communicate with your teammates and also your mentor and client. Informing your teammates about changes and helping them when they need it makes all the difference when it comes to developing a complete product and working well together.

I won't skip the documentation part, as even though it is tedious it really helps to get back to what you've documented in order to better navigate yourself when the code gets large and enough time passes. I'm not usually great in documenting everything but this time I tried to be as detailed as possible in order to make my work easier.

Overall, I think this project has helped me develop as a programmer but also as a team player. I've learnt a lot of new important coding techniques, that I will use in the future, in school and also professionally. I think that this project was a success for me personally.

Lukas Rimavičius

I have expanded my knowledge on working with C# especially. Learned how to connect MySQL database to the application and execute all the queries I needed. Also learned some new methods and how to better split everything in classes to make code separated instead of having one huge file in which you can't easily navigate.

Ending positively, It was a good opportunity to develop my skills on working with C# and Windows Forms to which I'm not used to. This gave me more experience and better understanding of how things work with Windows Forms.

Ivan Marinchev

Working on this project was an interesting experience for me. I had never worked with a database before and that was something that really challenged me, and I believe that I learned a lot from it. I found that there are still many things to learn regarding coding and just the way of thinking about certain problems and how they can be solved. Working with an almost entirely new team was also a learning experience as you need to adjust to the flow of the others and how they see the objective differently. Overall, I would say that I have learned a lot not only about coding but how a different group environment can affect you and you work.

Radoslav Karaganchev

This course has educated me on time management, working with a group of people with different personalities and cultures and finishing deliverables before a deadline. I enjoyed working on the documentation, even if it got tedious at times, I knew that it would be at great aid whenever I had to track what I am supposed to be working on. I better understand the how the “waterfall model” works and all its pros and cons. I enjoyed writing the code for the software solution, although having a lot of hiccups along the road. Overall, I think that I have learned a few new features in visual studio and have expanded my C# knowledge, as well as manipulating data (CRUD).

# Waterfall model strengths and weaknesses

Our team agrees that the waterfall model has a lot of strengths and weaknesses. Starting with the strengths:

* It’s easy to understand and use.
* Provides structure to an inexperienced team.
* Sets stability to requirements
* Works well when quality is more important than the cost or schedule.
* Goals are well documented and understood

Having said all that, there are equally, if not, more weaknesses to it.

For example:

* Idealistic, meaning that it doesn’t pair well with reality
* Unrealistic, meaning that we cannot expect accurate requirements early in the project
* Software is only delivered at the end of the project which can cause delays or delivery of false requirements
* Requires a lot of people at every phase – analysts, designers, developers and testers
* Difficult to make changes