This assignment was completely new for me. As a team member, I was assigned with the task of design patterns, finite state automata, and also some writing portion. I learned various techniques to design the pattern using the different software. Through the design pattern, I learnt how a single process is transformed into program. Design pattern makes a developer to develop a program more systematically and easily. I also learnt various things from finite state automata. I learnt how the system moves from one state to another. I learnt how to show the transition between these states, and how the super state differs from other states?

I used the Violet UML editor to design the design pattern. It was very easy and convenient to use the software. The software was easy to learn and use. I think, the software was useful for me to understand other types of diagram expect the design pattern and FSM. And also, the software contains the various transitory symbols which help me to understand the meaning of the dotted and solid line.

It was easy and convenient to use Git in our project. Since this is my project using Git, I found it a bit more challenging since I did not know the basics of the Git but after using it for this project, I am more confident about the Github and its application. I now know how useful it is when working in a group. Yes, I think I would git again whenever; I am working on a group project. I found it very easy to access the elements on which other team members are working. I think this can help develop the communication clear and up to date.

As a team, we find git useful for our process. We could easily see each other work in git, and respond to it if required. That was helpful, because it avoids the complexion of emails, and more frequent meetings.