

PSP Time Recording Log

Date	Start	Stop	Interruption Time	Delta Time	Phase	Comments
03.20.24	10:00pm	10:30pm	none	30 min	Planning	I write down all the requirements and specifications to have a better visualization of what I am asked to program.
03.20.24	10:40pm	12:28pm	15 min	93min	Designing	I identified what classes should be added. Created class diagram sketches. Int: I prepared myself a coffee.
03.21.24	02:40pm	02:55pm	none	15min	Designing	Created a chart for game
03.21.24	02:57pm	04:50pm	15 min	98 min	Coding	Created Connect4TextConsole class. It is a class form the main class. Prints the board and asks for input. Int: My mom called me
03.21.24	05:00pm	06:50pm	none	110 min	Coding and Compiling	Created Connect4Logic class. Worked on compiling the code.
03.21.24	06:52pm	08.21pm	none	89 min	Coding	Fixed the logic of the program
03.21.24	08:22pm	09:18pm	none	56 min	Test	Tested the program
03.21.24	09:20pm	12:11pm	5 min	116 min	Coding and Compiling	Wrote the class when one of the players is being blocked. Checked if the program compilers after fixing the error. Int: restroom break
03.22.24	12:18am	12:45pm	none	27 min	Testing	Testing the game for correctness and errorless code.
03.22.24	10:30am	12:37pm	20min	107 min	Coding	Worked on JavaDoc documentation. Int: I gave a lunch break
03.22.24	12:40pm	12:49pm	none	9 min	Coding	Learned how to create packages in Java
03.22.24	12:50pm	1:45pm	5 min	50 min	Coding	Learned how to export JavaDoc documentation. Int: restroom
03.23.24	1:45pm	02:22pm	none	37 min	Testing	Tested the entire program
03.23.24	2:58pm	04:42pm	15 min	89 min	Postmortem	I analyzed the logs, design sketches, and answered reflection questions. Int: coffee break
03.23.24	05:00pm					DONE!

PSP0 Project Summary

Time in Phase

Phase	Actual time (in minutes)	% of total time
Planning	15 min	1.63%
Design	68 min	7.38%
Code	629 min	68.30%
Test	120 min	13.03%
Postmortem	89 min	9.66%
TOTAL	921 min	100%

Defects Injected

Phase	Actual defects (defect count)	% of total defects
Planning	2	13.33%
Design	3	20.00%
Code	10	66.67%
Test	0	0
Postmortem	0	0
TOTAL	15	100%

Final Summary

Metric	Value
Program Size (Lines of Code—LOC) ¹	279
Productivity (calculated by LOC/Hour)	18.18
Defect Rate (calculated by Defects/KLOC) ²	53.76

Reflection Questions

1. In which Phase did you spend most of your effort? (look at the time spent in different phases of this assignment to answer this question)

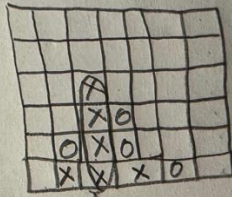
I spent the most of my time and energy on the coding process. I am aware that my coding is a little slow, but I am not very fast. In order to minimize the amount of work I have to do after finishing the coding portion, I find that it is crucial to have everything well-written and organized from the beginning.

2. In which Phase did you introduce the greatest number of defects?

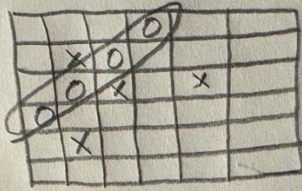
The majority of the issues were introduced throughout the coding stage. The compilation procedure revealed the flaws preventing the software from running. During program testing, the logic-related flaws in the program were found. While some flaws were easily fixed, others required some time to find and address.

3. Did you find it useful to follow a systematic process and track your effort and defects?

Even though it took some time to record everything, I did find the PSP procedure to be helpful. But now that I think about it, I attempted to code quite carefully to avoid having any additional errors. I think that when I work on the upcoming projects, I will appreciate PSP and the records of my efforts and mistakes even more. Generally speaking, I've always been off when estimating how much time I'll spend on a given project. I can see time allocation more clearly with the records we kept. Additionally, on occasion, when I get the programming job, I just go over the specifications in my thoughts while designing the project. Since it was required, I drew sketches on paper in this instance, and to be honest, I think this increased my productivity even further.



Player X wins



Player - O wins.

