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Git hub url: <https://github.com/CB2222124/rental.git>

Intro to the project

For our project, we were required to create a Java-based text-based console application for a car rental company. We were informed that the application requires multiple tasks to function. As we were divided into groups of four, we were responsible for initiating and completing the project to the best of our abilities. As the project began, we decided to start a sprint and hold a meeting in which each member spoke about how they felt about the project and in which we gathered ideas for how to begin the project and which applications we should use throughout to complete the application.

The customer should be able to perform the following operations:

- ❖ Sign up to acquire a username and password
- ❖ Enter the username and password to log in
- ❖ Specify the pickup location country, city, and street Browse all available cars based on their type, manufacturer, and availability at the pickup location.
- ❖ Search for a specific car make and model at the location of the rental
- ❖ Select a rental car to view its availability

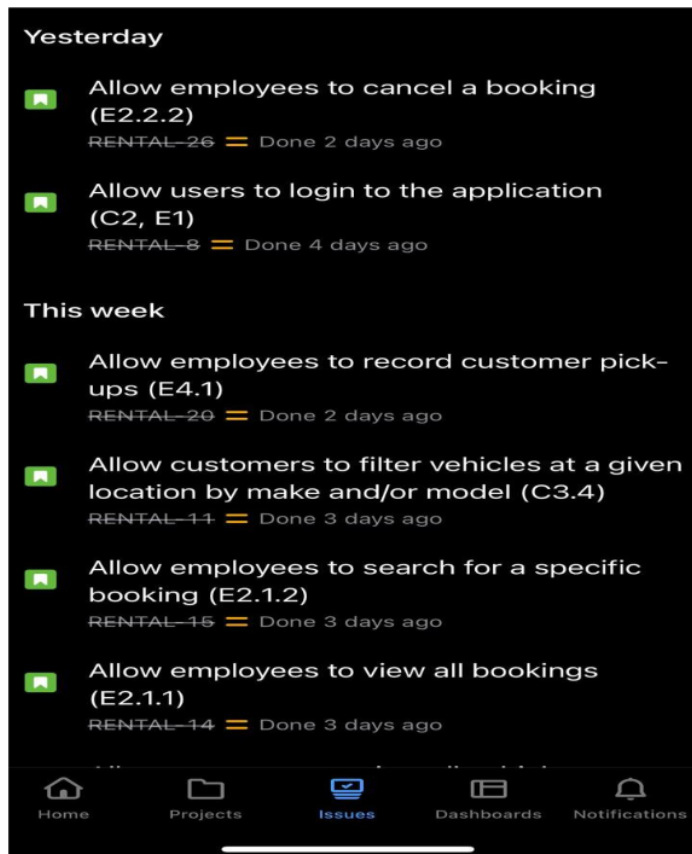
- ❖ Reserve a vehicle at the pickup location
- ❖ Required steps include: 1. Select the drop-off location
- ❖ 2. Enter your name and address
- ❖ 3. Enter their billing information
- ❖ 4. Confirm reservation details

- ❖ View existing bookings
- ❖ Change a vehicle booking
- ❖ Cancel a booking
- ❖ The ability to add a new vehicle
- ❖ Suspend bookings
- ❖ Remove a vehicle
- ❖ Book a vehicle for maintenance or repair
- ❖ View all vehicles and their status
- ❖ View all vehicle rentals
- ❖ Search for rentals
- ❖ Cancel a rental
- ❖ Swap a vehicle
- ❖ Record a pickup
- ❖ Record a drop off
- ❖ Request vehicle collection

These were the tasks assigned to us to ensure that our text-based console application had the desired appearance and direction.

Story planning

User story backlogs are a prioritised list of tasks for the development team, derived from the product's requirements and plan. The most important items are displayed at the top of the backlog, allowing the team to prioritise their delivery. As we have discussed the planning of our application, we have utilised the Jira software. We were able to create a sprint, which is a timeframe for completing tasks, using JIRA. We have placed a number of tasks on the JIRA board for completion within the allotted time frame. We've prioritised some tasks in order to have a fully functional application, and we've placed other difficult tasks in the backlog until a later date. As tasks were now on the board, it was time to determine which tasks each member was capable of completing within the allotted time.



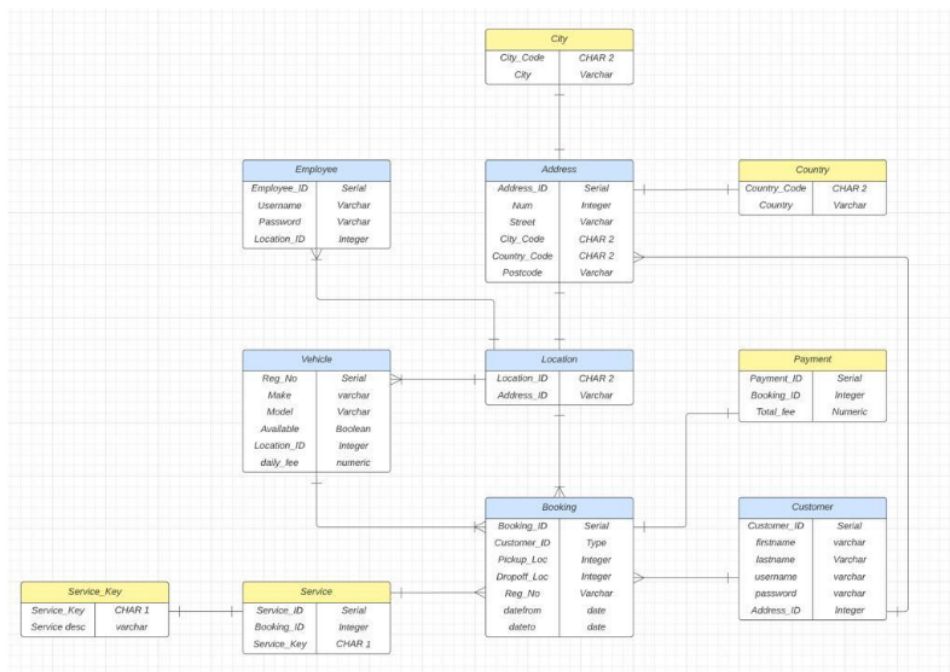
(Our teams JIRA BOARD)

Database design.

An entity relationship diagram (ERD), also known as an entity relationship model, is a graphical representation that illustrates the relationships between people, objects, locations, concepts, and events within an information technology (IT) system. An ERD employs data modelling techniques that can assist in the definition of business processes and serve as the basis for a relational database.

We started using the ERD diagram for our database because we've used it before and it's very straightforward. Each diagram was labelled in order to provide a visual starting point for database design. Following each diagram, we illustrated lines that illustrate the relationship between the entities.

ERD diagram was very helpful for us because it is simple to create and also visual so that almost anyone can understand it.

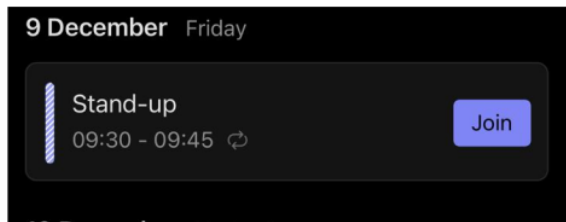


(Our ERD DIAGRAM)

Daily stand-ups

Agile daily stand-up meeting is an opportunity for the project team to discuss the overall progress of the project. a meeting is held that lasts 15 minutes to report on their accomplishments since the previous stand-up meeting. It helps ensure that everyone is aligned and aware of the situation.

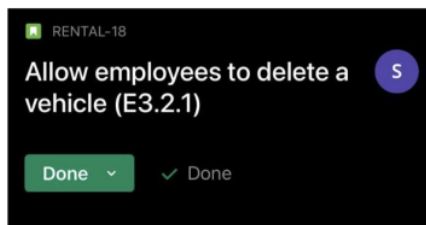
As the project began, we decided to hold a stand-up meeting to discuss our daily objectives. This was an opportunity for every individual to share their goals for the day. This sprint planning was extremely beneficial because it ensures that everyone is aware of one another's situations and that no one was overlooked.



(Our teams daily stand up)

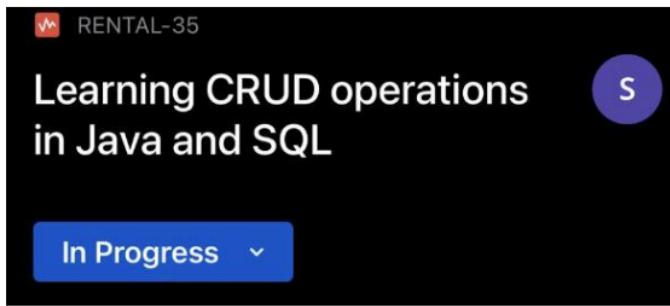
Task that I picked up.

I was assigned the responsibility of removing a vehicle command. I chose this work since I had viewed a lesson and was confident in my abilities. Throughout this command I pair programmed with Callan to assist me.



Description of the commands it must execute:

- As an employee
- I want to delete a vehicle so that it can be removed from the available list
- Given an employee wants to delete a vehicle – when they select remove vehicle -then and update is made to the database, removing the vehicle.



Another task I had going was the learning spike which informed my team members so they knew what I was up to.

Learning

This project's learning process has been extremely beneficial for me. As the project began, I realised that I lacked confidence in everything, especially when everyone was discussing the project and I was unable to participate due to my lack of knowledge. This prompted me to inform the scrum master of my situation on the project. After a brief discussion with the scrum master, I determined that the sprint should have a learning spike so that even if I am not contributing much to the project, I am still learning and I will try to contribute whenever I can. As a suggestion, I also asked if I could pair-program, which was accepted despite the fact that everyone had individual work to complete. I began by studying java crud through YouTube videos and SQL functions through udemy. Within a short period of time, I was able to comprehend a portion of the project's operation. I was able to select the allow a vehicle to be deleted task after gaining a deeper understanding of java and observing examples. Even though Callan assisted me with the project, I was pleased to be able to contribute to it.

Reflections on the project

My perspective on the project is objective. I'm unhappy that I didn't contribute as much as other team members, but I'm not discouraged because I learnt something and tried my best when I could. As I learned more about the project, I realised that it wasn't particularly challenging because it was doable. Time being the primary factor, you can only work with what you already know. This project was intimidating because I had little background information, but it did serve as a wake-up call that I need to learn more regardless of my prior expertise. As a team, I believe it was quite well-formed, as each member worked independently and there were general meetings for anyone who required assistance.

Conclusion.

In conclusion, this was a tough assignment for me, but I am glad that I was able to learn new things. If I were to do it again, I would increase my knowledge so that I could do more to make the process easier for my teammates. It was a struggle from which I learned a great deal, which has inspired me to study in the future in order to be prepared for everything.

References...

Atlassian - Jira Software, "Jira's Functions," Atlassian, 2022. [Online]. Available:(08/12/2022)

<https://www.atlassian.com/software/jira/guides/use-cases/what-is-jira-used-for>. (08/12/2022)

Clean Agile: Back to Basics was published by Pearson in Boston in 2020. On o'reilly,
no cost(04/12/2022)

FINAL GRADE

16 / 100

GENERAL COMMENTS

Instructor

Sw Des Eval (30): 5
Database Eval (30): 5
Code & Test (30): 3
Reflection (10): 3
Feedback:
=====

There is very limited, if any evidence of contribution to the overall design of the software as part of the team. There is no discussion of the user stories that you completed, though maybe this is because there weren't any.

You have included an ERD, but there is no discussion of your contribution, or indeed any evaluation of the design.

The team contribution was not intended for you to familiarise yourself with the content of the programme - you are describing using the assessment time to learn content which was covered in detail in taught modules, to the detriment of your team overall. There is a limited description of a story completed in collaboration with another team member.

You need to put significantly more effort into your studies in order to succeed on the programme.

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