Testing and Beginning New Iterations

For this segment of the project you should continue to develop and test new modules within your projects. Be sure to continue to follow the instructions from worksheet 3 for new design and/or code for your project.

The items listed below are required for this segment of the project. They are not meant to be all encompassing for the work you are expected for this segment.

1. For at least one meeting during this segment of the project, one team member (preferably someone who has knowledge of most of the ongoing issues) should develop an agenda of the items to discuss during a team meeting.
	1. This agenda should be sent to the other team members for approval, review, and additions.
	2. A sample agenda is available at <http://www.projectmanagement-training.net/book/appendix9.html> , but this is not the only way to draft an agenda. Feel free to use your own style. We will cover agendas in class.
	3. Another team member should take minutes (a written record) from the meeting.
	4. Submit your agenda and minutes to the dropbox for Project 3 Milestone 2.
2. Draft a plan for incremental testing of your system. In this plan, address the following questions:
	1. How do you plan to integrate the modules of your project together?
	2. Have you performed sufficient unit testing on each of your modules?
		1. If not, what further testing is needed?
	3. When you integrate each module into the project will you perform regression testing? If so, how? If not, what will you do to ensure the same product quality?
3. Begin documenting your code if you have not done so already. You should at minimum follow the programming guidelines on the homework page. For many of your complicated methods, it may be helpful to include descriptions of pre-conditions, post-conditions, and invariants within your documented code so your team members will be able to easily use that code.
4. Draft a readme file or other equivalent document that details what software is needed to modify and execute your project. Some questions you might want to answer are:
	1. What IDE should be used, and how can a developer import your project into an empty IDE?
	2. What type of database are you using? How do you connect to the database?
	3. What libraries are used? How should these be included?
	4. How can a developer run your project?
5. There are many options for automated testing of a software engineering project. Choose at least one method of automated testing and perform thorough automated tests on a module within your project.
6. If you are using a repository tool for your code such as git, SVN, mercurial, describe which one you are using and why. If you aren’t, begin using one.
	1. What do you like or dislike about the tool you are using?
	2. Has this tool been helpful or has it hindered your progress? Describe.