

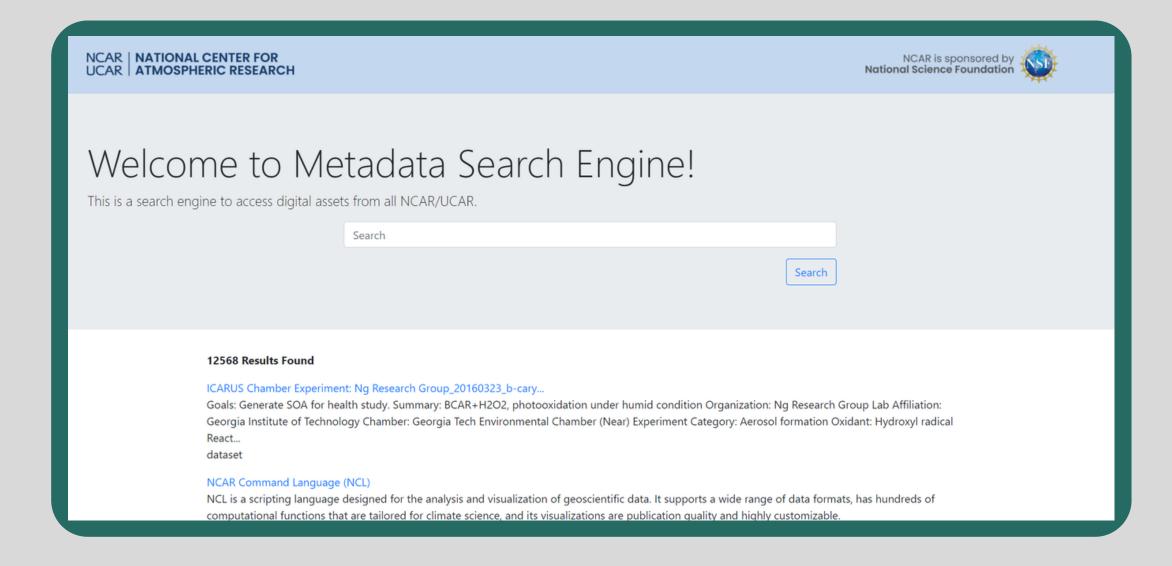
Part One: Methodologies by Terry Yuan, SIParCS Intern

Mentors: Nathan Hook, Saquib Aziz Khan, Christy Grant, Eric Nienhouse

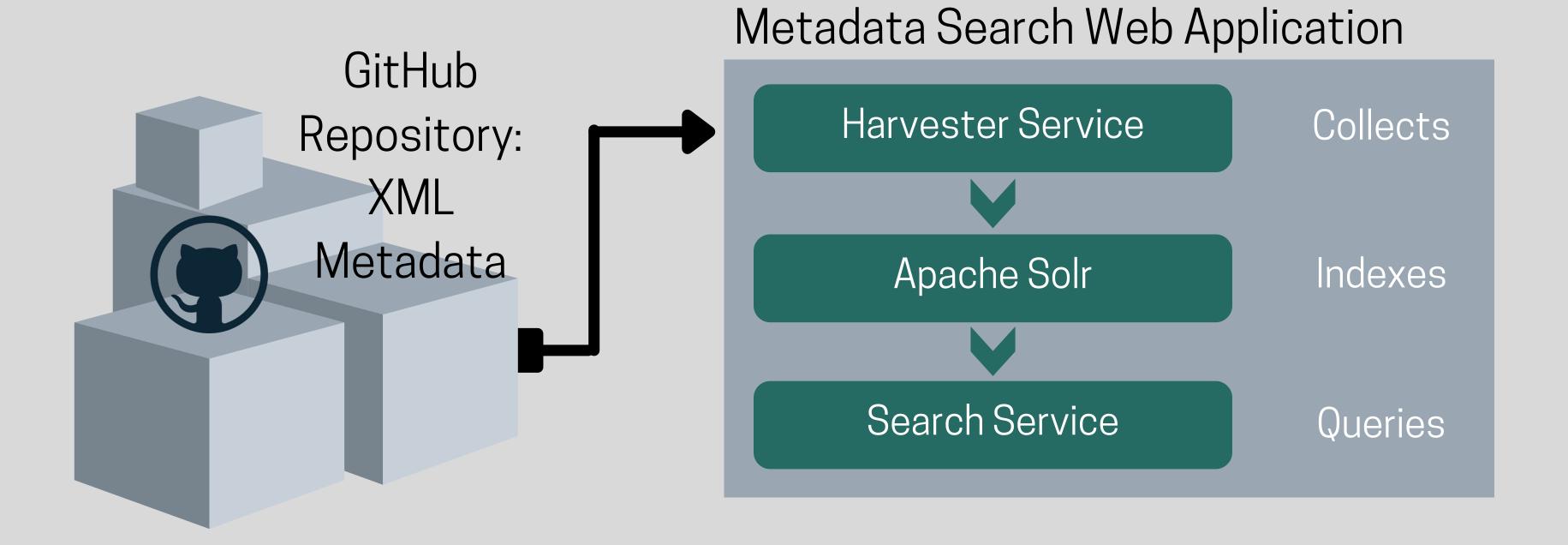


Background

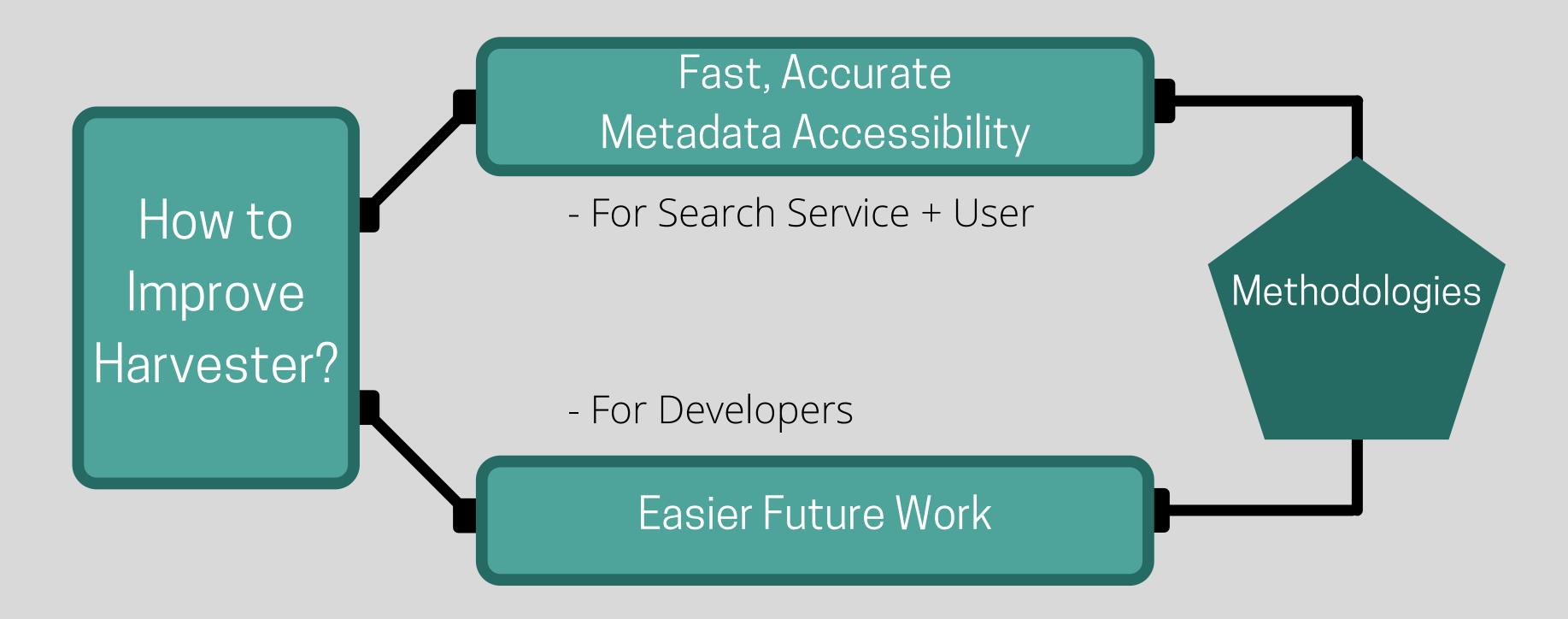
A Search Tool
Built Under NCAR
Made For NCAR



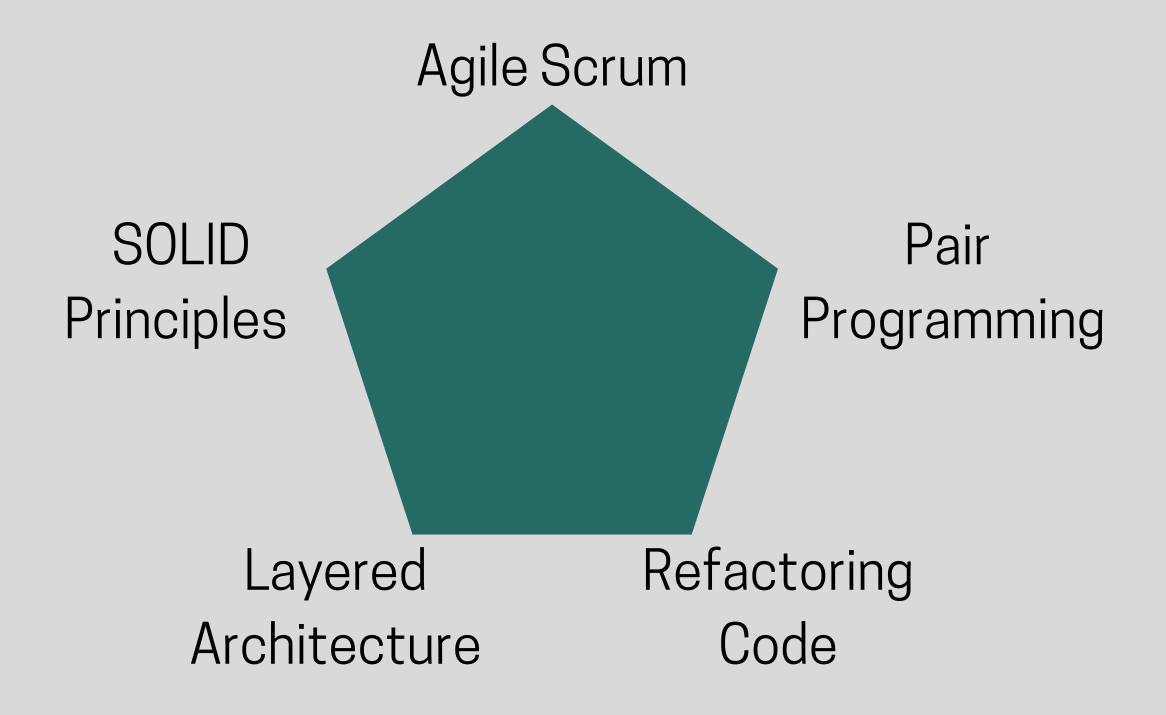
Background



Motivation



Methodologies



Structure:

- Method
- Implementation

The Plan:

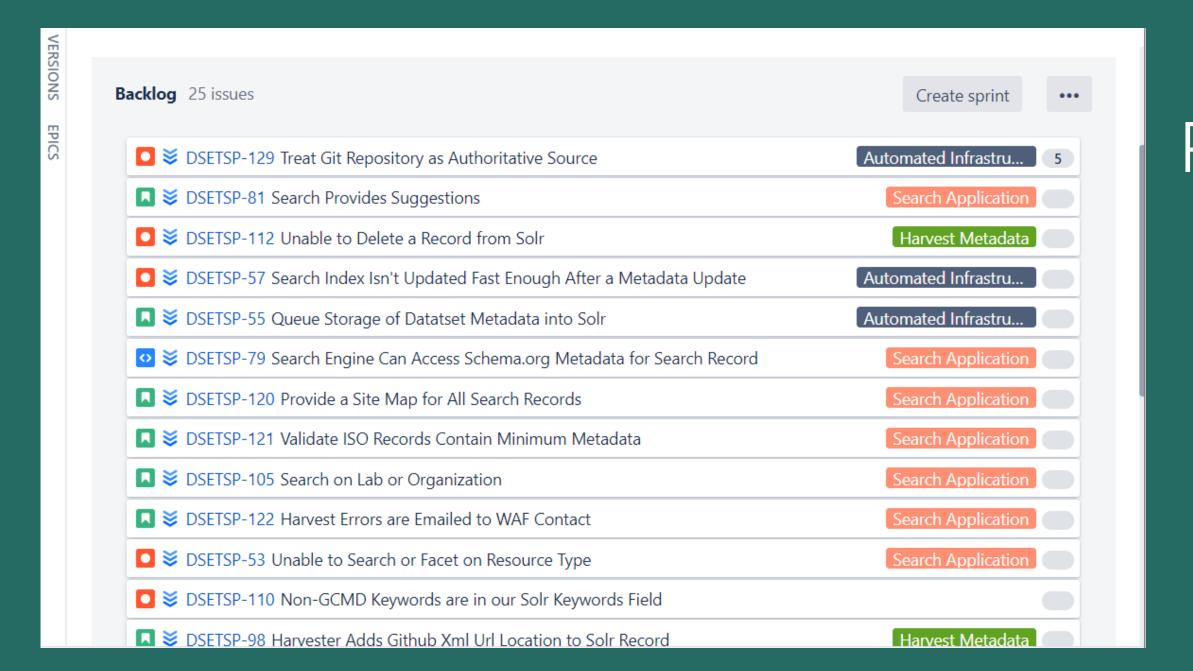
Weekly Sprints: Main Objective: Harvester

- Plan, Refine, Reflect
- Immediate Feedback from the Team

Sprint Planning

Summary	Points	Information
Ignore Solr Core files during Commit	3	Update .gitignore in solr
Clean Up Extra XML Files in Harvester Project	N/A	Remove placeholder ISO XML files
Update Readme File	0.5	Reread and amend README files
Setup External Instance Properties Files for Development	3	External application.properties file

Example: Week 1 Sprint



Refine Backlog

Know the Problems

- Past
- Present
- Future

Reflect Retrospective

- **** Start thinking about presentations?
- **** More hands-on learning (e.g. Docker tutorials)?
- ** Smooth demo. ++1 +1 +1
- * Use docker on local machines instead of vagrant?
- * Do S & T know about U Bob? Watch naming video.



Stories completed well before the end of sprint +1 +1 Moving harvester forward/good direction +1 Setting up asynchronous and/or cron jobs via spring Annotation is surprisingly quick and easy+1 +1 ** Running ahead w/ backlog review +1 +1



Frowny Face

Lots to learn when using frameworks. +1 Really misspointed scheduling story.



Thinking about 2 separate presentations

- ** More asynchronous stories +1
- *** Working on stories for search application +1
- *** Jamboard meeting to kickoff presentation/poster ideas. +1

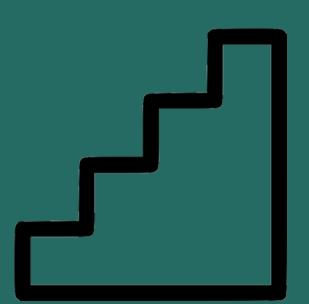


Sama and Terry working together. +1 +1 +1 Sama and Terry looking at stories in the backlog.

Focus on the Main Objective: Harvester Automation

Short Sprints = Progress!

- Fast Deadline
- Quick Results
- Small Steps



Methodologies: SOLID Principles

Objective: Make Software More Maintainable

- One object has one purpose
 - Single Responsibility Principle
- Reduce knowledge = Be modular
 - Interface Segregation Principle

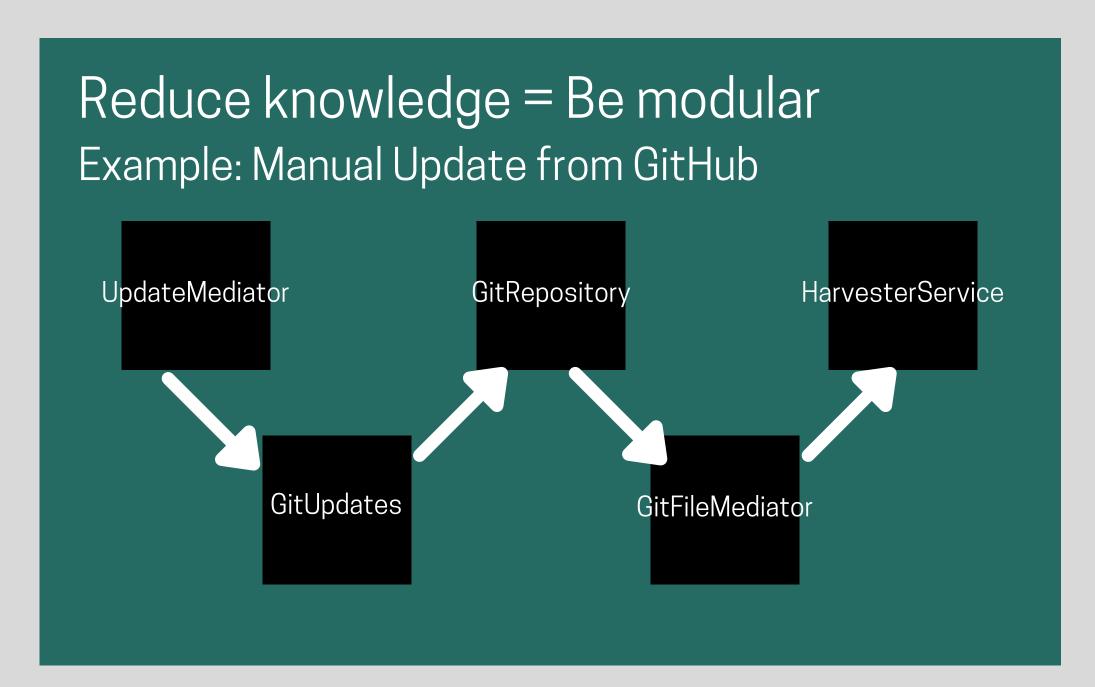
Not every principle was followed, and that's okay

Methodologies: SOLID Principles

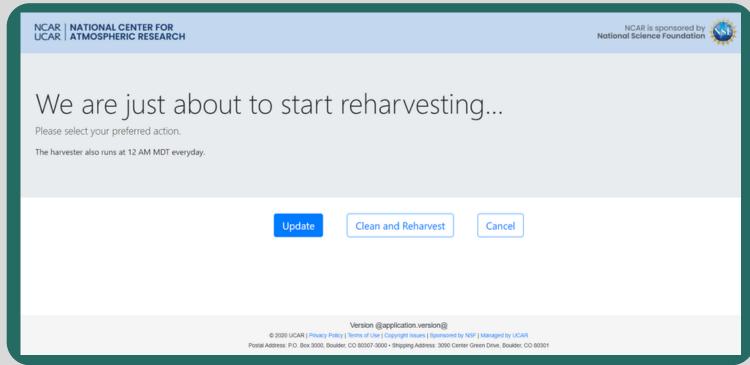
One object has one purpose Example: Evolution of a Class's Reponsibilities Update Update "AND" Index Index

Because if you use "AND", you know it's too much

Methodologies: SOLID Principles

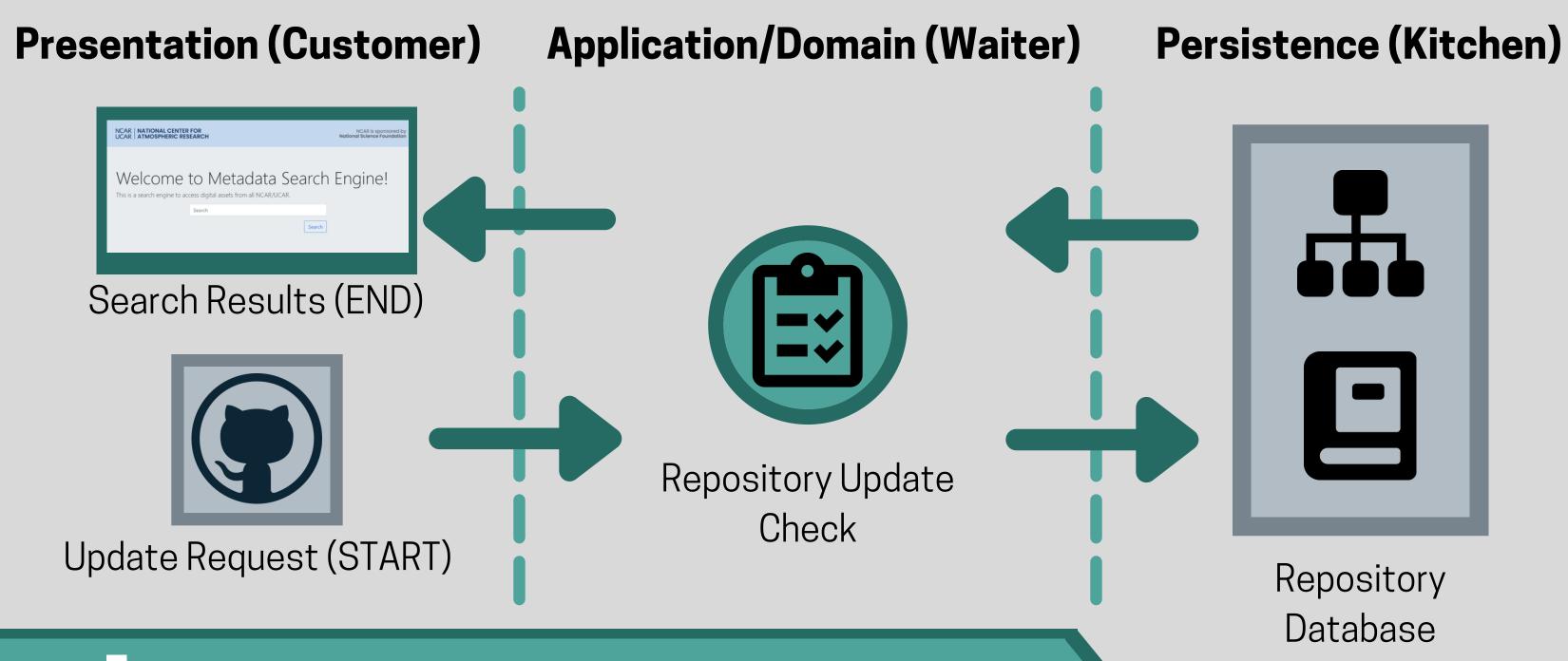


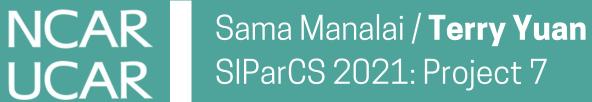
What does it take to do one thing?



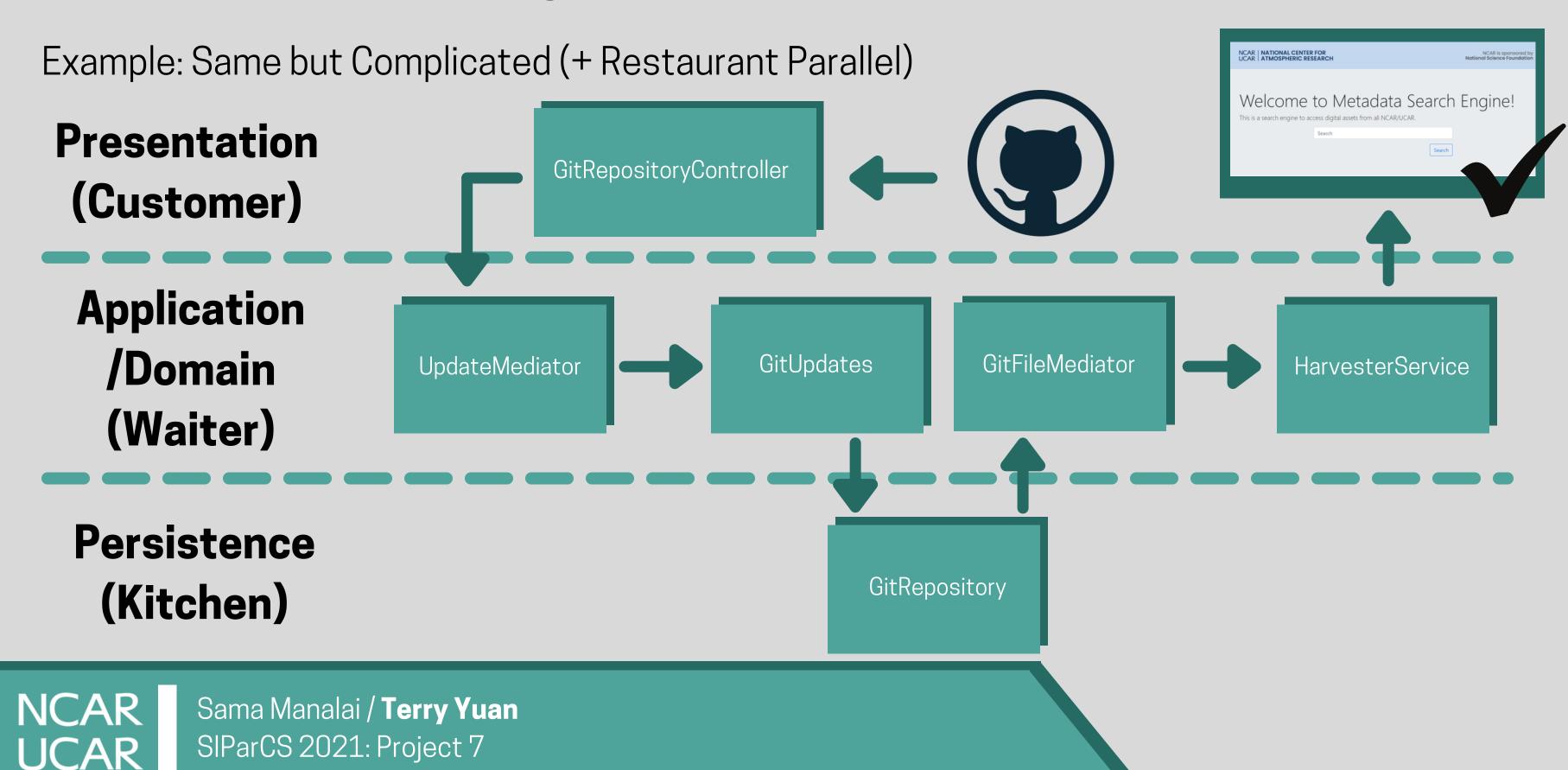
Methodologies: Layered Architecture

Example: Automatic Update from GitHub (+ Restaurant Parallel)





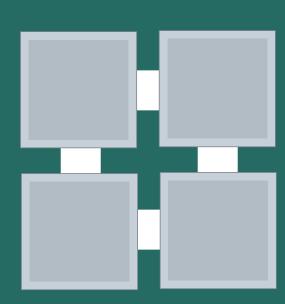
Methodologies: Layered Architecture



Methodologies: Layered Architecture

Objective: Implementing SOLID "theory"

- One Thing, One Job
- Communicate One Layer At A Time
- I Know My Code

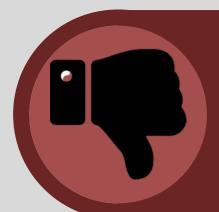


Methodologies: Pair Programming



Double the Brain Cells, Double the Vision

Literally just teamwork...



Variable Communication

Methodologies: Pair Programming



Interactive Conversations



Double Engagement



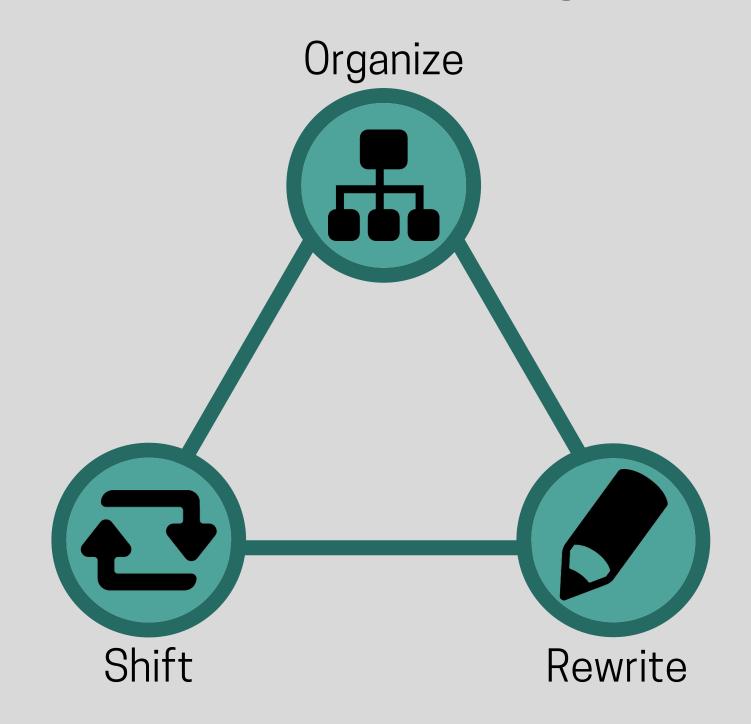
Awkward Silences

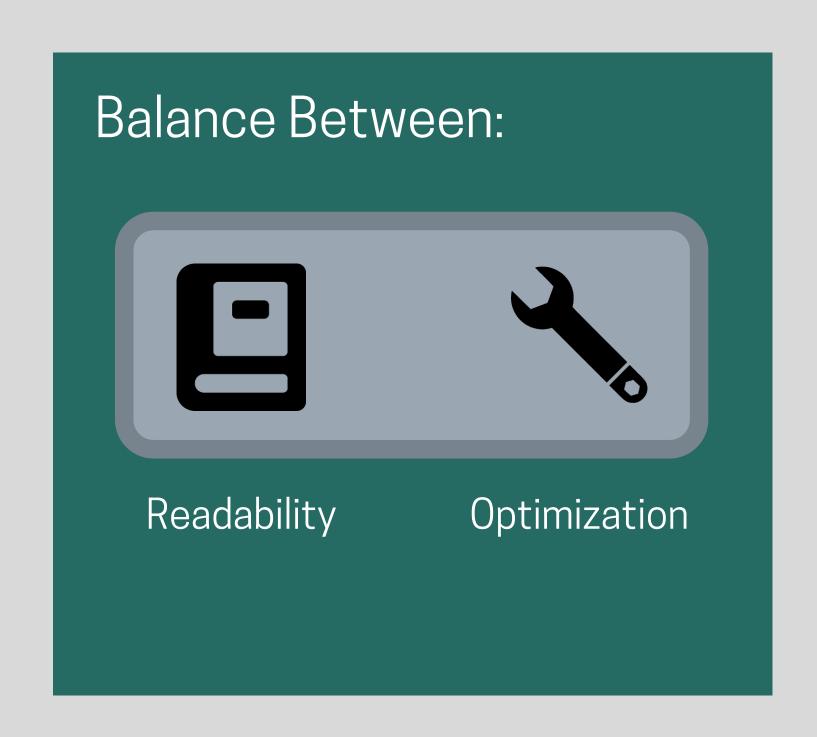






Methodologies: Refactoring Code





Methodologies: Refactoring Code



Boost Confidence, Settle the Bare Necessities

Unit Tests



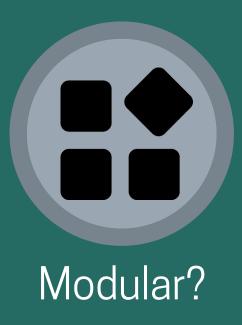
Remove repeats, Simplify code, Prioritize Readability

Iterative Cycles

Future Usage

What is your project?

Recommendations:







Thank You For Listening

Thank You To...

SIParCS Mentors:

Nathan Hook, Saquib Aziz Khan, Eric Nienhouse, Christy Grant

SIParCS Program Leads

AJ Lauer,
Virginia Do,
Jerry Cyccone,
Max Cordes Galbraith

...and everyone else for making this program happen

Shift to Technologies

Harvester Automation for Metadata Search Web Application

NEXT UP!

Part Two: Technologies by Sama Manalai, SIParCS Intern

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