Software Engineering, EOSF322, Fall 2019
Sprint 2 Reflection Paper, due ~~Nov. 1~~ Nov. 4

Write a reflection paper on sprint 2. Please address all of the following:

- Your team: List the issues that your team expected to accomplish during this sprint, how your team split the issues between the group members (if they did split the issues between group members), how your team decided to split the issues the way that they did, and your impression of the progress on each issue. Complete and include the following:

Issue # and name	**Team member(s) assigned**	**Progress** **merged** **inspected but not merged** **merge requested but not inspected** **percentage accomplished**

- Your work: Describe each issue that you worked on, who you worked with (if anyone), the time estimated and spent, an approximate breakdown between time spent researching, coding, testing and documenting, and difficulties/successes with the issue. Complete and include the following table:

Issue # and name	**Estimated time**	**Actual time**	**Percentage difference**	**# defects during inspection**
Total				

Calculate the "Estimation Percentage Error":
[(Estimated – Actual) / Actual]*100,
or 0% if Estimated = Actual = 0.
If Estimated>0 and Actual=0, write undefined.
A positive percentage indicates an over estimation; a negative percentage indicates an under estimation.

In the total row, give the sum of the estimated times, the sum of the actual times, and the average of the absolute value of the Estimated Percentage Error.

Percentage differences do not affect your grade, as long as they are consistent with GitLab's /estimate and /spend entries.

- Discuss how the sprint went including what went well, what didn't go well, and suggestions for future sprints.
- How your group worked together as a team.
- Describe any new technologies that you learned working on this project and the learning strategies you used for learning these technologies.
- Discuss your ability to use current techniques, skills, and tools necessary for computing practice.
- Discuss your ability to identify, formulate and solve engineering problems, as well as to analyze, design, verify, validate, implement, apply, and maintain software systems.
- Complete and include the following table:

Student Outcome	**Rating** 1 - low 4 - high
My ability to acquire and apply new knowledge as needed, using appropriate learning strategies.	1 2 3 4
My ability to use current techniques, skills, and tools necessary for computing practice.	1 2 3 4
My ability to identify, formulate and solve engineering problems, as well as to analyze, design, verify, validate, implement, apply, and maintain software systems.	1 2 3 4

Software Engineering, ESOF 326, Spring 2019
Reflection Paper Feedback

Project / Internship Assessment Form

Form updated: 4/21/2014

Course Number: ESOF 322 **Semester:** Fall 2019 **Date:** Nov. 1, 2019

Student Name:

Project: AbOut Refactor, Sprint 2

Paper type: Personal

Content

1 = Poor, 2 = Needs Improvement, 3 = Good, 4 = Excellent, NA = Not Applicable

Material is relevant to topic* • Team issues • Your issues • Times as reported in GitLab • How sprint went with suggestions for future • Team work • New technologies • Learning strategies • Skills • Problem solving	1 2 3 4
Topic is explored in depth	1 2 3 4
Tables included and complete	1 2 3 4
Paper is accurate	1 2 3 4

Organization

Title and subheading are used*	1 2 3 4
Appropriate introductory paragraph is given*	1 2 3 4
Paragraphs are cohesive	1 2 3 4
Paper flows in a logical sequence*	1 2 3 4
Sections and paragraphs work together to support the paper's purpose	1 2 3 4

Mechanics

Paper tone is appropriate for the topic	1 2 3 4
Grammar, spelling, and punctuation are correct.	1 2 3 4

Student Outcomes
This portion is for assessment purposes only. It does not affect your grade.

According to this student:

My ability to acquire and apply new knowledge as needed, using appropriate learning strategies.	1 2 3 4
My ability to use current techniques, skills, and tools necessary for computing practice.	1 2 3 4
My ability to identify, formulate and solve engineering problems, as well as to analyze, design, verify, validate, implement, apply, and maintain software systems.	1 2 3 4

* See notes on the back.

Comments:

Notes

Content
- Material is relevant to topic – Paper addresses the topics listed in the reflection paper description.

Organization
- Title and subheadings are used – Paper has a title and at minimum three sub-headings: an introduction, conclusion, and at least one sub-heading for the body.
- Appropriate introductory paragraph is given – The introductory paragraph summarizes the paper's topic and scope.
- Paragraphs are cohesive – all of the sentences in each paragraph are related to a single theme or subject. One way to do this is to begin the paragraph with a topic sentence which has a subject and a claim. Every sentence in the paragraph relates to the initial topic sentence. The paragraph ends with a concluding or transitional sentence.
- Paper flows in a logical sequence – Paper flows smoothly from one topic to the next without backtracking and unneeded repetition.

Mechanics
- Grammar, spelling, and punctuation are appropriate for a professional, reviewed journal - Avoid slang, clichés and directly addressing the reader.
- Paper is the appropriate length – Paper is 1500 words (within 5% on the low side and 15% on the high side). Papers way out line will be scored "poor" on this attribute.

Student Outcomes

EAC 1 An ability to identify, formulate, and solve complex engineering problems by applying principles of engineering, science, and mathematics.

CAC 1 An ability to analyze a complex computing problem and to apply principles of computing and other relevant disciplines to identify solutions.

EAC 2 An ability to apply engineering design to produce solutions that meet specified needs with considerations of public health, safety, and welfare, as well as global, cultural, social, environmental, and economic factors.

CAC 2 An ability to design, implement, and evaluate a computing-based solution to meet a given set of computing requirements in the context of the program's discipline.

EAC 4 An ability to recognize ethical and professional responsibilities in engineering situations and make informed judgments, which must consider the impact of engineering solutions in global, economic, environmental, and social contexts.

CAC 9 An ability to analyze the local and global impact of computing on individuals, organizations, and society.

EAC 7 An ability to acquire and apply new knowledge as needed, using appropriate learning strategies.

CAC 7 An ability to use current techniques, skills, and tools necessary for computing practice.