Reflection #2

CYSE 368

Colin Murphy

03/21/25

After completing my last assignment, Ron wanted me to work on creating a construction narrative for the Weapons Tank as a whole. This was by far one of my most challenging assignments as it required extensive part finding and proper captures of the 3D models. This was made difficult as the software we used was from a 3rd party company. Newport News Shipbuilding sublets some of the construction process to a General Dynamics company called Electric Boat (EB) located in Mystic, Connecticut. They use a program called Teamcenter which houses all of the data on each model for every part number and other relevant drawings in these packages. It is very detailed oriented, and everything is accounted for including where welds must be done to connect parts of the ship.

The issue is that the program can only be accessed via Citrix workspace which is a Virtual Machine run on an EB server. These clients while secure are very slow and the visualizer along with Teamcenter can take a significant amount of time. This hinders my ability to complete projects in a timely manner making a 2-week process take months. Another challenge with creating visuals is that every work package I load in the visualizer always contains more parts than what's being added onto the ship. It's also possible for extra or "floating" parts to be present which makes it difficult to discern what the drawings for each activity are truly adding and what is excess.

Overall, the construction narrative turned out great and Ron was pleased with my work thus far. He also knew that I was trying to get a little bit of IT work out of my Co-op, so he allowed me to help with troubleshooting other people's computers. Most of the work wasn't super in-depth and I couldn't truly perform system scans and analysis as only the helpdesk workers could. I still appreciate the effort given the circumstances.