

# CSE269 CS Design Laboratory – Project 1

**DUE DATES: January 27 and January 31, 2005**

For the first project, you are to meet as a team and define your problem. To do this, there are a number of preliminary steps that you have to take:

- Identify blocks of time that you can meet as a team. Note that the class time periods are intended to provide the ideal time for you to meet when we are not having a formal class.
- Meet as a team to discuss potential topics of interest.
- Utilize the web to collect information on your potential topic.
- Arrive at a consensus of the topic of choice.

Once you have done these steps, you are to prepare the following:

1. A one to two page proposal that will serve as a preliminary specification of your topic. Submit this document by 9am on Jan. 27 by email (steve@engr.uconn.edu).
2. A presentation (at most 5 overhead slides) on Jan. 31 that your team leader will give in class. This should include an overview slide, a slide that reviews the major details of your topic, and perhaps slides that show mock-ups of user-interfaces, outputs, etc. Identifying the high-level software and hardware components of the project is also a reasonable objective. To serve as a guide for your presentation, please see the CT Insurance Department Powerpoint presentation on the course web page.

I will provide feedback by email on your proposal by 12 noon on Jan 27. Use this feedback to prepare your presentation for Jan. 31. I will provide additional feedback immediately on point 2 during class, and in fact, all students from all teams are encouraged to offer their constructive input and suggestions.

If you have any thoughts on possible project topics, you are urged to contact me ASAP by either email or in person, starting ASAP! Note - All subsequent project assignments will be posted on my web page prior to the class in which they are to be discussed.

## Year Long Projects

I am encouraging all teams to think about year long projects. This will allow you to pick a project that you can continue with me next semester in CSE293. Such a project will provide you the opportunity to attack a problem in great detail - and not have to repeat the early phases of the process (problem definition, specification, design, and prototype/management planning) again next semester for CSE293.

To give an idea of appropriate types of projects, here is a review of the previous three semesters worth of projects:

- The US Census Browser Project, Spring 1996, allows users to browse national census data-base via a graphical and menu-based interface of queries. The software automatically finds one of the census sites that is on-line nationally. Displays of information and results occur via tables, bar graphs, pie charts, and line graphs. A working implementation was available by the end of the semester.
- The NYSE Browser Project, Spring 1996, allows users to create a custom viewing environment for tracking stocks. Uses actual real-time data of stocks (15 min delay) and allows users to have a custom ticker. Displays of information and results occur via tables, bar graphs, pie charts, and line graphs. A working implementation was available by the end of the semester.
- The WebMaker Project, Spring 1997, allows users to create either home pages or resume pages in `html`. The user does not need to know `html`; rather forms and boxes are utilized to solicit input. Once all input has been received, the finish button generates the `html` code automatically. A subset of the source code (`.java` files) and all of the executables (`.class` files) can be found in the directory `/home/cse230/WebMaker`. The README file in that directory gives a brief explanation of running WebMaker. A working implementation was available by the end of the semester.
- The Mango Project, Spring 1998, was geared to be similar in concept to the `UConn-X-CHG` system that is utilized in examples in CSE230. Their implementation was client/server based (server in a dorm), they had a relational database component (MS Access) that their software interacted with, and they supported various interactions with databases and applications that are part of the UConn Computing Environment.
- The Casino Project, Spring 1999, was a multi-player blackjack game where players could be distributed (a client/server architecture) and could execute the client software on an NT, Win98, or Sun workstation. The implementation supported up to 6 players making bets across the network.

Note again that the course web page contains links to the web-pages for the Student Projects (Asbestos, MetroSub, Franklin) for the Spring 2000 semester for your reference.