Part 1 - Name your own project video (50 points)

One of the goals of this course is to introduce you to different programming “platform”. We’ve covered basic Java applications and they can, of course, be deployed to many platforms. We have also cover web programming and perhaps a few other platforms.

Another goal of the course is for you to learn how to learn - rather than being told how to do something and then doing it you are given a task and you figure out how to do it. This is what many of you will be expected to do in your internships and jobs.

The project described here addresses both goals - more or less.

Find a “platform”. We will interpret the word “platform” very broadly. Anything other than what you have used in your classes. Define a project for that platform. Doesn’t have to be a real fancy or complex project but it should "exercise" the platform. It is good of course if it is a "neat" project.

Part 2 - Report (50 points) Submit a report. Include the description, the progress report, a summary of what you did and how long the various steps took, code if appropriate (can just be code “samples”), images if appropriate. Make it nice, interesting.

Deliverables: Submit on Blackboard.