

Project 3: On your own

Due: 3 May 2024

Over the course of the term so far, I have shown you how to use a variety of resources to learn about web programming using HTML/CSS and Javascript and Ruby on Rails, and each assignment and project has turned over more of the design to you. This final project caps that off by making you learn a new (JS- or Rails-related) technology from start to finish. That doesn't mean you can't ask me questions or use me as a resource—you can, and you should. I'll even help with design advice. But you're in the driver's seat on this one.

The main constraint on the project is that whatever your program does should make substantial use of a Javascript or Ruby-on-Rails library/gem or technology that was not otherwise covered in class.

You'll be working in groups of two or three:

- Aziz, Chris, and Kinley
- Bri and Janiya
- Logan and Song
- Luke and Ryan

During class today, or very soon thereafter, you should negotiate with me on what kind of project you want to do (and what the relevant library/technology will be). I'll try to respond quickly; we need to converge on a definite specific project plan by Friday.

Checkpoint

The first checkpoint is the 10th (next Wednesday), *during* class, at which point you should have a running program that is the moral equivalent of a “Hello, world” program for whatever library or technology you're using. In some cases it may be a literal “Hello, world” display; in others it will be displaying graphics to a page or connecting to a remote system or whatever. You will demonstrate it to me personally, and we'll talk about where you're at and where you're headed.

On the 15th, you'll show your demo (hopefully a bit further than it was on Wednesday) to the class, in the classroom, and tell everyone about any useful resources you've found, online or elsewhere, for navigating the project.

Second checkpoint

By the 22nd, I'll expect you to have made substantial progress on the project (exact details will, of course, depend on the project), and you'll again demonstrate your work to the class. If there were any technical difficulties on the previous demo, I expect them to have been worked out by this point. While the demo need not be a polished final product, there should be some serious substance to it by this point.

I'll take notes and talk to groups individually about what needs to get cleaned up and finished up before the final handin.

Demo Day

During our final exam period (Friday, 3 May, 8am), you'll give a presentation to the class about what you've done. The presentation will be 15–20 minutes and should include:

- Giving a (relatively brief) description of the library/technology you worked with and how it fits in the general JS/Rails ecosystems
- Showing us some portion of your code that is different from plain-old Javascript or plain-old Ruby on Rails (i.e. the parts you had to figure out), and explaining what's different about it
- Running a live demo of your website.

Both/all of the members of the group should be participating in the presentation.

You will also need to hand in your code electronically, as `proj3`, before the end of the exam period.