https://www.foodnetwork.com/recipes/guy-fieri/smokin-potato-salad-recipe2-2042935 Main Content node: div

2 tablespoons canola oil, plus more for the grill

2 pounds Yukon gold potatoes (5 to 6 potatoes)

2 teaspoons smoked paprika

Kosher salt and freshly cracked pepper

1 cup diced celery (from 2 to 3 stalks)

1/2 small red onion, finely diced

1 tablespoon minced fresh cilantro

1/2 cup sour cream

1/2 cup mayonnaise

1 teaspoon yellow mustard

2 teaspoons chopped capers

Juice of 1/2 lemon

Main Content node's Score: 0.9949166178703308 Sub Node with the highest frequency count: p Frequcney count: 12 https://www.ebay.com/itm/EVAP-Emisson-Vapor-Canister-Purge-Valve-Solenoid-For-GM-Chevy-GMC-Buick-12597567/283342173776?epid=76566367&hash=item41f8827650:g:Ph0AAOSwgZlcQFPo Main Content node: span **previous page** 1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20 21 22 23 24 25 26 27 28 29 30 31 32 33 34 35 36 37 38 39 40 41 42 43 44 45 46 47 48 49 50 51 52 53 54 55 56 57 58 59 60 61 62 63 64 65 66 67 68 69 70 71 72 73 74 75 76 77 78 79 80 81 82 83 84 85 86 87 88 89 90 91 92 93 94 95 96 97 98 99 100 101 102 103 104 105 106 107 108 109 110 111 112 113 114 115 **Next page** Main Content node's Score: 1.0133877992630005 Sub Node with the highest frequency count: span Frequcney count: 117 https://www.linkedin.com/in/adamstandke582a52155/ Main Content node: ul

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Recreating a robot's internal navigational algorithm through Artificial Neural Networks

January 2019 – May 2019

For this project we chose to use data gathered from an autonomous mobile robot as it navigated around a closed room. The data was collected by a team of research scientists that tried to mimic a robot's internal navigational system. They did this by collecting various sensor readings from the robot as it navigated around the room and then applied various machine learning algorithms to the data. Figure 2 shows the robot used in the experiment. This robot had a total of 24 ultrasound sensors around its 'waist' and they were used to read how far away the robot was from the wall. Furthermore, the robot had a laser sensor, a collision sensor, and a robotic head with an omnidirectional head.The robot could only move in one of four ways: forward, slight right-turn, sharp right-turn, and slight left-turn. Using the data collected from these sensors, our group attempted to create a machine learning program that mimicked the robot's internal navigational system.This example is the perfect example for using machine learning models because after inspecting the data, it was really difficult to find patterns from the sensors to predict what movement the robot would make.

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RainMaker

August 2018 – December 2018

RainMaker is a simple platform game with one level. Similar to other platform type games the player tries to jump from one platform to another while avoiding objects falling from the sky. The game was developed using LibGDX's game-development framework for desktop use only. Future releases may include cross-platform support for Android and/or iOS. Because the game was developed as a school project any additional changes/improvements to the game may be done, so long as they are done in a non-commercial manner. Furthermore, the game implements many textures, songs, music, and other copyrighted material that have licenses attached to them. Having said that, feel free to fork the project!

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Relational Database Application

January 2018 – May 2018

Java_RelationalDB_Application: A project build by a small team of Software Engineering and Computer Science students at Shippensburg University as a database class project (CSC371). The application's function is to provide users a graphical interface for interacting with an established MySQL database. The application's main functions are inserting, updating, deleting, and viewing data. Moreover, we found it exciting to provide a simple level of security by password protecting those interactions. Furthermore, we provided classes that allow users the ability to report bugs and contact technical support by utilizing java_mail/activation API. This project brought to fruition a semester of relational database creation.

Other creators

- GABRIEL WEBBE
- Denny Fleagle

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Pokemon Battle Simulator

November 2017 – December 2017

Designed a fighting game based on the popular Pokemon video game series. The game's graphical user interface was implemented using Java's Swing and Graphics2D package and used software design patterns such as the observer, command, and singleton pattern.

Other creators

- Stephen Clabaugh II
- Gregory Whitman
- Gabriel Webbe

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Stack and Queue Juggler

November 2017 – December 2017

Designed a module that decoded input from a text file into push, pop, enqueue, and dequeue operations, which allowed stack and queue data structures, implemented as linked-lists to be created

Main Content node's Score: 0.9982441067695618 Sub Node with the highest frequency count: li Frequcney count: 5