Tianshun Wu CART 351 EX4

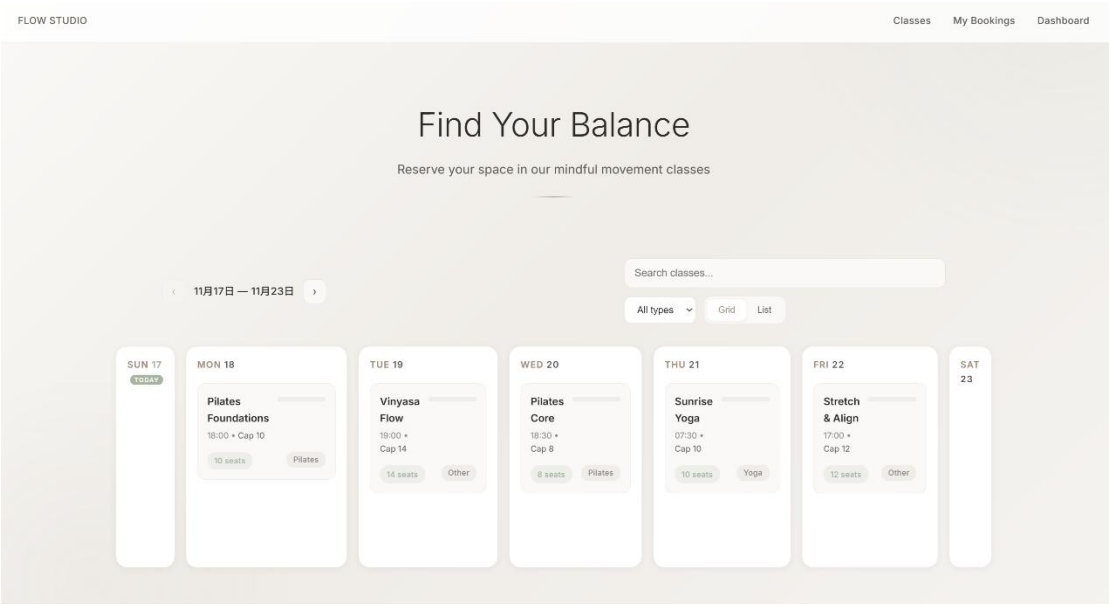
Project by Maia Arrais Mateo

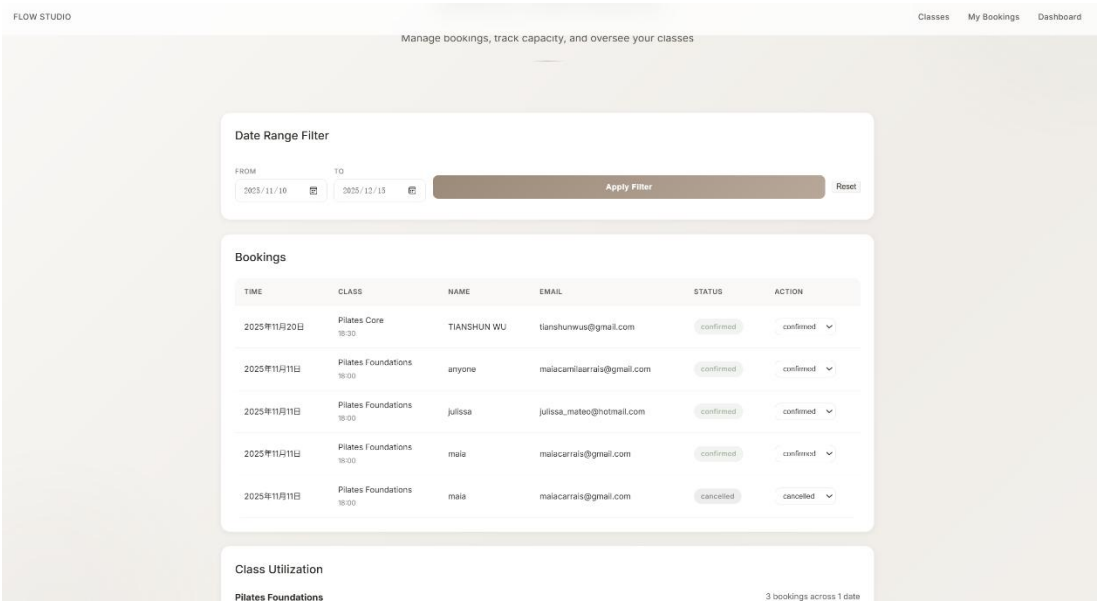
GitHub: https://github.com/maiaarrais/CART351/tree/main/project%202

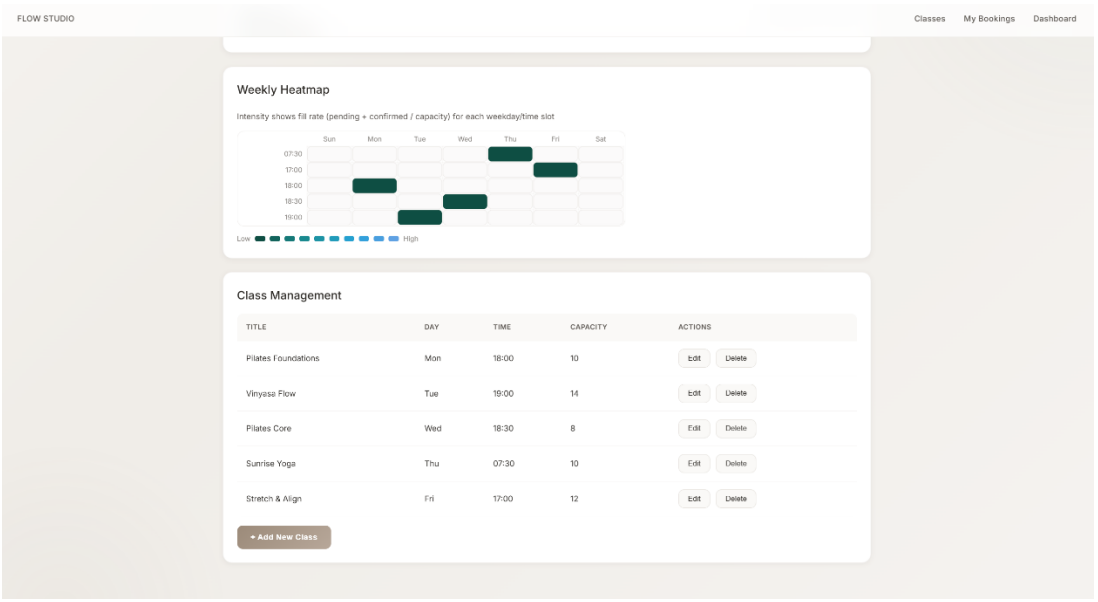
Maia Arrais Mateo's Project II is a fully functional class-booking web application built with Flask. The core system allows users to browse weekly class schedules, filter and search sessions, reserve seats, and retrieve their bookings by entering an email. It also includes an administrative Dashboard with booking logs, date-range filtering, class-utilization statistics, a weekly heatmap, and tools for editing class capacity, times, and titles. These features clearly show that the project models a small-scale scheduling platform with multiple user flows.

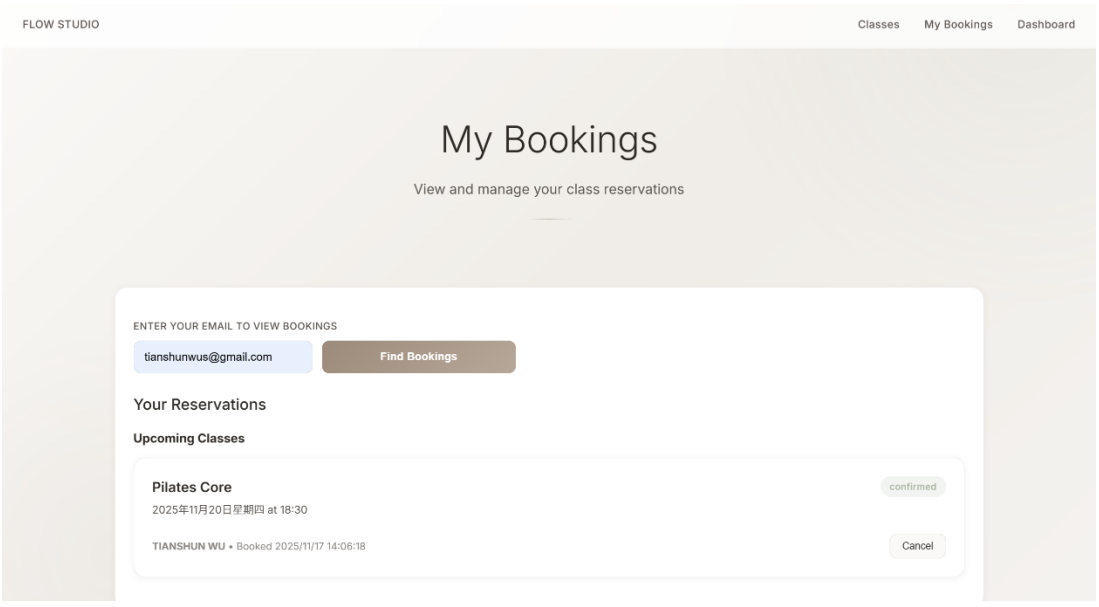
From a technical standpoint, the work demonstrates a clear separation between routing, data management, and template rendering. The app.py file structures how data is loaded and passed into different views, while the templates organize this information into distinct pages such as Classes, My Bookings, and Dashboard. Although the implementation does not rely on a database, the logic for storing, filtering, and updating JSON-based records is readable and effectively organized.

As an experience, the interface presents information cleanly: weekly schedules are easy to scan, class cards convey capacity at a glance, and the booking retrieval process is simple to follow. The Dashboard adds an additional layer by visualizing attendance patterns and allowing instructors to modify class details. Overall, I think it's a pretty complete project; the project's strength lies in its functional completeness and clear organization, showing how Flask can support multi-page interaction and structured data handling within a compact system.




FLOW STUDIO
Classes
My Bookings
Dashboard
Manage bookings, track capacity, and oversee your classes
Date Range Filter
FROM
2025/11/10
TO
2025/12/15
Apply Filter
Reset
Bookings
TIME
CLASS
NAME
EMAIL
STATUS
ACTION
2025年11月20日
Pilates Core
18:30
TIANSHUN WU
tianshunwus@gmail.com
confirmed
2025年11月11日
Pilates Foundations
18:00
anyone
malacamilaarrais@gmail.com
julissa
julissa_mateo@hotmail.com
maia
malacarrais@gmail.com
cancelled
Class Utilization
Pilates Foundations
3 bookings across 1 date


FLOW STUDIO
Classes
My Bookings
Dashboard
Weekly Heatmap
Intensity shows fill rate (pending + confirmed / capacity) for each weekday/time slot
Sun
Mon
Tue
Wed
Thu
Fri
Sat
07:30
17:00
18:00
18:30
19:00
Low
High
Class Management
TITLE
DAY
TIME
CAPACITY
ACTIONS
Pilates Foundations
Mon
18:00
10
Edit
Delete
Vinyasa Flow
Tue
19:00
14
Pilates Core
Wed
18:30
8
Sunrise Yoga
Thu
07:30
10
Stretch & Align
Fri
17:00
12
+ Add New Class


FLOW STUDIO
Classes
My Bookings
Dashboard
My Bookings
View and manage your class reservations
ENTER YOUR EMAIL TO VIEW BOOKINGS
tianshunwus@gmail.com
Find Bookings
Your Reservations
Upcoming Classes
Pilates Core
confirmed
2025年11月20日星期四 at 18:30
TIANSHUN WU • Booked 2025/11/17 14:06:18
Cancel

Project by Cathy Tham & Celine Tran

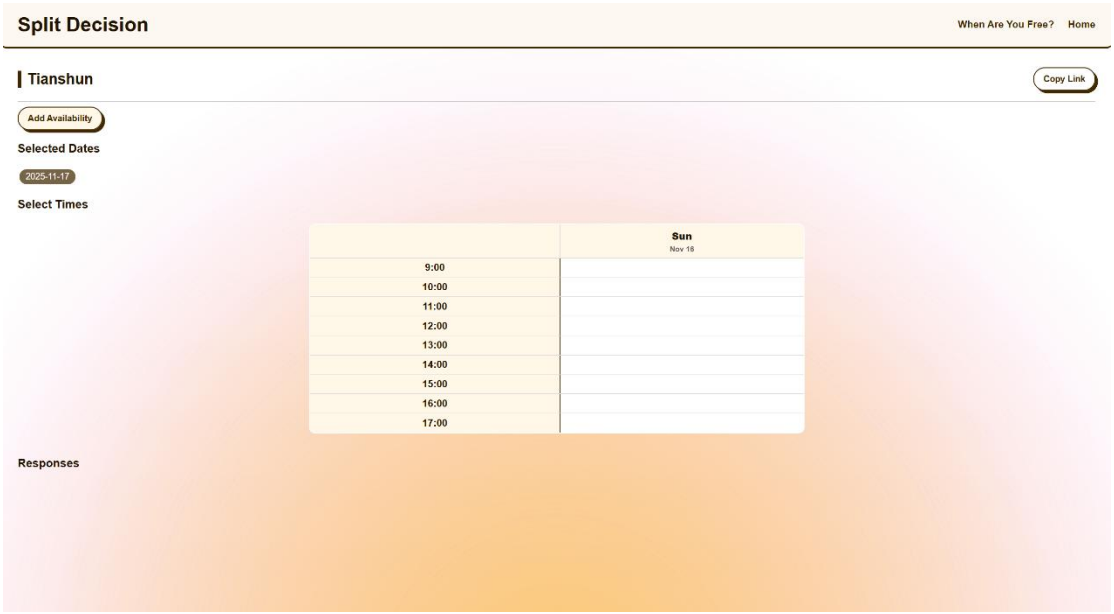
GitHub: https://cathytham.github.io/cart-351/#projects

Cathy Tham and Celine Tran's Project II is an availability-sharing web application built with Flask. The main functionality allows users to create an event, specify potential meeting dates and time ranges, and share a generated link for friends to submit their availability. Once responses are added, the system displays a combined availability table, where time slots are visually highlighted according to user selections. Additional tools include a random decision quiz and a quick-choice interface, both reinforcing the project's focus on collaborative decision-making.

Technically, the project uses clear routing logic to handle event creation, data storage, and page rendering. Templates define each view, home page, event creation, availability submission, while the backend manages JSON-based event data. The availability table is especially notable: it dynamically updates based on user input and presents the results in a clean grid, demonstrating a functional integration of templating, state management, and user interaction.

As an experience, the interface is visually approachable and simple to navigate. Creating an event, selecting dates, and marking availability all follow an intuitive flow. The visual feedback, such as highlighted green time blocks, makes it easy to read group availability at a glance. While the system does not implement authentication or persistent user accounts, it succeeds in modeling the core workflow of group scheduling.

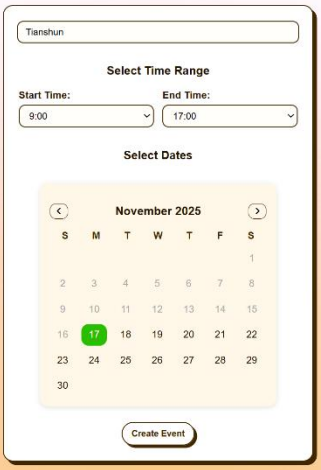
Overall, the project's clarity, structure, and effective visualization make it a coherent example of multi-user interaction built with Flask.



Split Decision

When Are You Free? Home

Create New Event



Split Decision

When Are You Free? Home

Make Decision Together

Making plans with friends shouldn't be stressful. Split Decision helps your group choose where to go, what to do, or when to meet quickly and fairly. No more endless group chats or indecisive back and forths.
Just simple, shared decisions everyone can agree on!

How It Works
Learn how to create events and mark your availability.

Let's Decide!
Quickly choose a group option and see what everyone prefers.

Random Decision Quiz
Answer a fun quiz to get a random decision or suggestion.

When Are You Free?
Start a new event and pick dates and times for your friends.

Split Decision

When Are You Free? Home

Tianshun

Copy Link

Add Availability

Selected Dates

2025-11-17

Select Times

	Sun Nov 16
9:00	
10:00	
11:00	
12:00	
13:00	
14:00	
15:00	
16:00	
17:00	

Responses

Bob

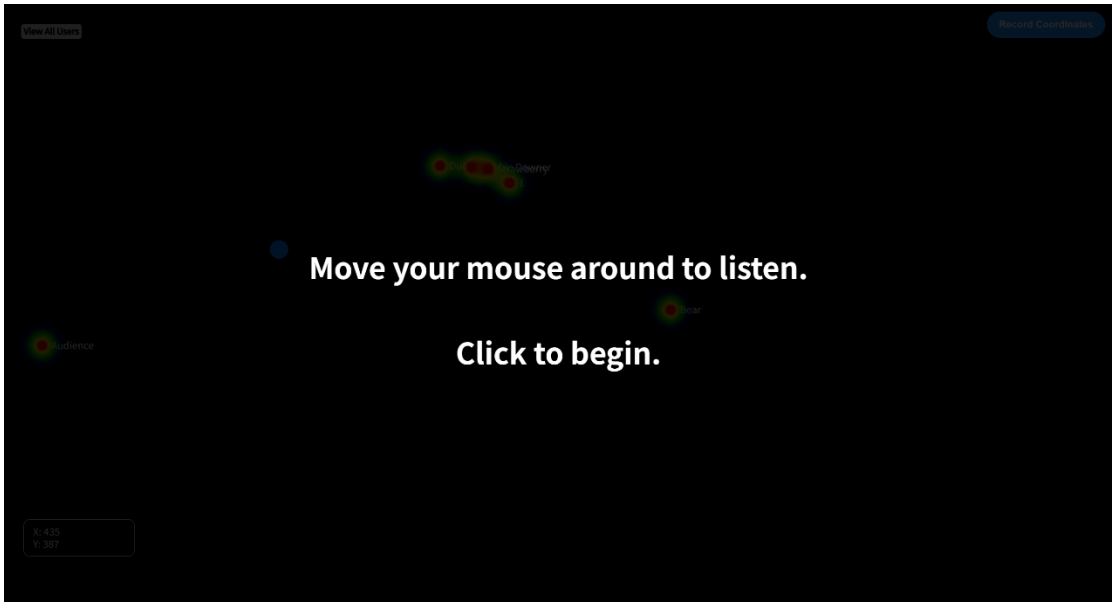
Project by John Compuesto

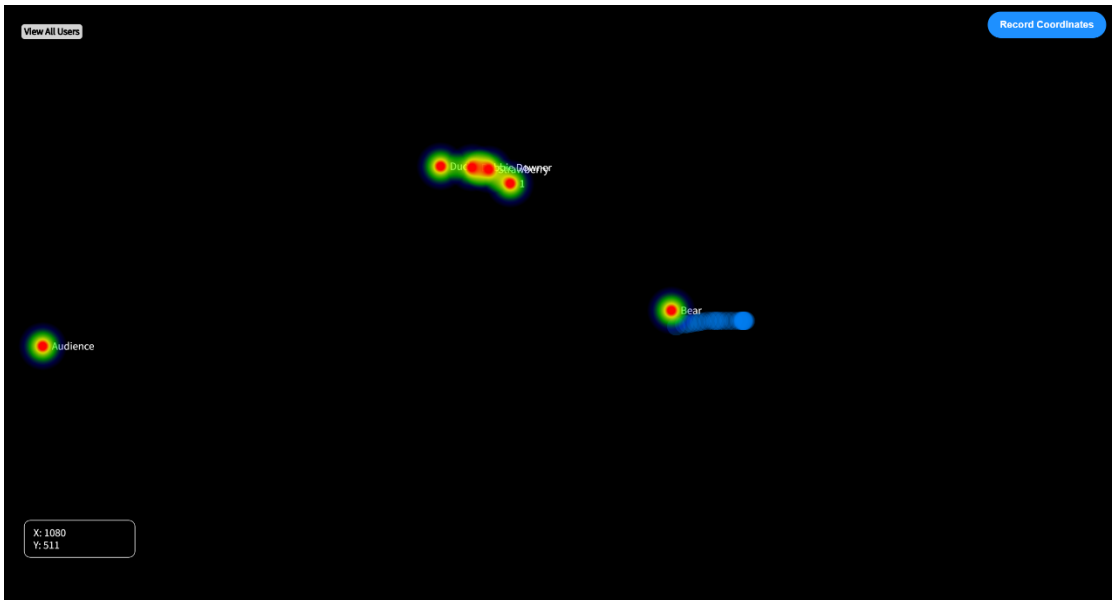
GitHub: https://github.com/corevizuals/CART-351-2252-A/tree/main/CART-351-Assignment-2-main

John Compuesto's Project II is an interactive spatial-audio environment that allows users to explore a soundscape by moving their mouse across the screen. The system loads multiple sound sources, each represented visually as a heat-map-style point on a dark canvas. As the user hovers near a sound source, the audio becomes louder or more pronounced, effectively mapping spatial proximity to volume. Additional features include coordinate logging, a toggle to view all active users or sound points and labeled indicators that help identify each audio source in the scene.

Technically, the project integrates JavaScript audio handling with real-time mouse tracking and visual rendering. The logic that blends sound based on distance, combined with the glowing heat-map visuals, creates a cohesive link between the graphical and auditory layers. Although the interaction remains relatively simple, the code demonstrates clear organization between drawing functions, audio arrays, and proximity calculations.

As an experience, the system encourages slow exploration rather than direct manipulation. The lack of UI clutter keeps the focus on listening, and the subtle color gradients around each sound point offer a readable cue for where to navigate. While the project could benefit from more complex sound behaviors or layered interactions, it successfully presents a clean and functional spatial-audio interface. Overall, the piece stands out for its clear concept and effective coupling of sound and spatial visualization.




View All Users
Record Coordinates
Bear
Audience
X: 1080
Y: 511