SlugPlan

Final Presentation

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SlugPlan - Project Overview

A **Course Planner** for UCSC students

- Users can search/save classes for a quarter or quarters
- Users can have easy/direct access to pertinent information to assist in choosing classes

(Stretch Goal) Suggest classes to take based on how often they are offered, how quickly they fill up, etc.

Original Challenges / Risks

Some of us are new to Haskell/Yesod

All of us are new to web development

Not being able to get all required information for required classes

Incorporating course information into the project in a concise and organized way.

Challenges Overcame

- All of us obtained a general understanding of Haskell/Yesod
- Implemented
 basic/important aspects of
 our course planner app

Didn't Overcome

- Unable to implement ambitious/stretch goals
- Obtaining certain pieces of information was difficult

Project Management Techniques

- We used Trello to manage and assign user stories
 - Allowed us to add a checklist to the user stories to monitor progress
 - Trello helped keep us working on something
 - No one ended up working on the same thing.
- SCRUM meetings every Monday, Wednesday, Friday
- Email to stay in contact with everyone

Technologies Utilized

Haskell

Yesod (Web Framework)

MySQL / SQLite

HTML / CSS

JavaScript

Git / Github

Aspects we...

Liked:

- The finished product.
- How Yesod makes all aspects of website type-safe such as including html and javascript

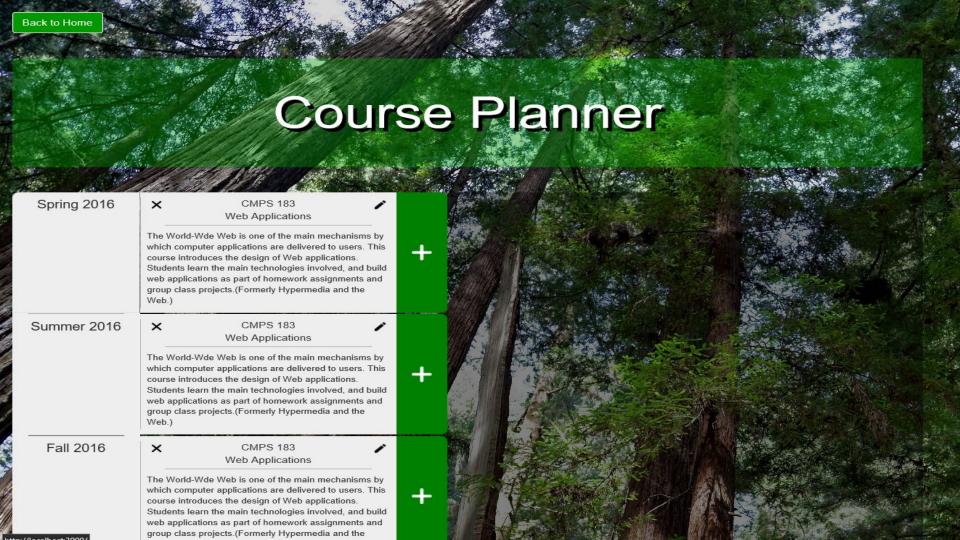
Disliked:

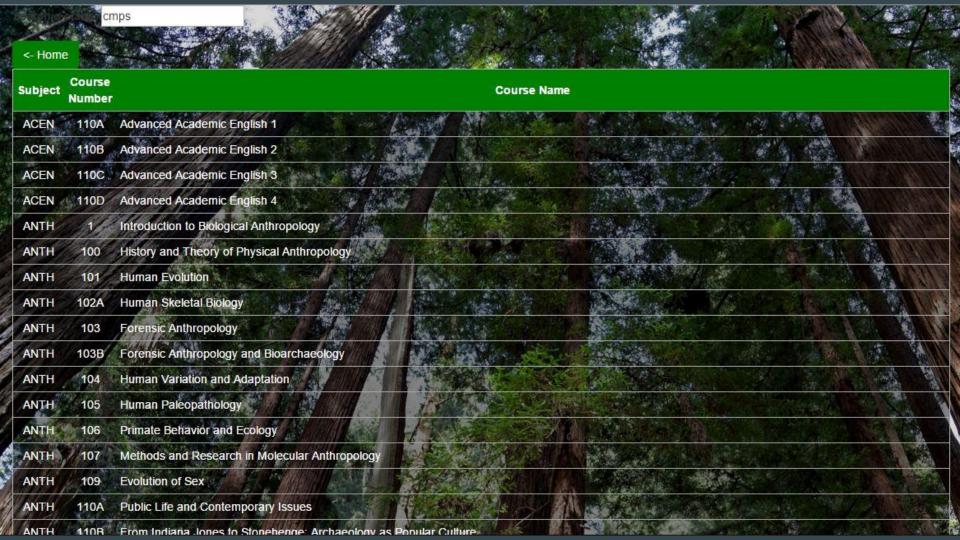
- The trouble it took to learn Haskell and Yesod framework
- Setting up Haskell/Yesod

Lessons Learned

- Frequent meetings to discuss project and solve prime issues as a group
- Researching how to solve a problem
- Setting up the coding/developing environment ASAP







		Subject	Course Number	Course Name	May 3
4 2 7	A A	CMPS	2	Computer Literacy	
		CMPS	5C	Introduction to Programming in C/C++	N. Carlotte
		CMPS	5J	Introduction to Programming in Java	Sept.
100		CMPS	5P	Introduction to Programming in Python	
		CMPS	10	Introduction to Computer Science	
		CMPS	11	Intermediate Programming	
		CMPS	12A	Introduction to Programming (Accelerated)	
		CMPS	12B	Introduction to Data Structures	
		CMPS	12L	Computer Programming Laboratory (2 credits)	
	A	CMPS	12M	Data Structures Laboratory (2 credits)	
		CMPS	13H	Introduction to Programming and Data Structures (Honors)	
	134	CMPS	13L	Introduction to Programming and Data Structures Laboratory (2 credits)	人人技
	70	CMPS	. 17	Social Networks	
		CMPS	60M	Scientific Computation with Matlab and Maple	A KAN
	to the	CMPS	80B	Systems and Simulation	
		CMPS	80G	Introduction to Unix	
	*	CMPS	80J	Technology Targeted at Social Issues	May W
	100	CMPS	80L	Social Data Analysis and Visualization	生学/为一样

