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

Welcome to SlugPlan!

Plan Your Courses   Browse Courses   View Majors

Course Planner

Spring 2016

CMPS 183
Web Applications

The World-Wde Web is one of the main mechanisms by which computer applications are delivered to users. This course introduces the design of Web applications. Students learn the main technologies involved, and build web applications as part of homework assignments and group class projects.(Formerly Hypermedia and the Web.)

Summer 2016

CMPS 183
Web Applications

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Fall 2016

CMPS 183
Web Applications

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cmps

Subject	Course Number	Course Name
ACEN	110A	Advanced Academic English 1
ACEN	110B	Advanced Academic English 2
ACEN	110C	Advanced Academic English 3
ACEN	110D	Advanced Academic English 4
ANTH	1	Introduction to Biological Anthropology
ANTH	100	History and Theory of Physical Anthropology
ANTH	101	Human Evolution
ANTH	102A	Human Skeletal Biology
ANTH	103	Forensic Anthropology
ANTH	103B	Forensic Anthropology and Bioarchaeology
ANTH	104	Human Variation and Adaptation
ANTH	105	Human Paleopathology
ANTH	106	Primate Behavior and Ecology
ANTH	107	Methods and Research in Molecular Anthropology
ANTH	109	Evolution of Sex
ANTH	110A	Public Life and Contemporary Issues
ANTH	110B	From Indiana Jones to Stonehenge: Archaeology as Popular Culture

Subject	Course Number	Course Name
CMPS	2	Computer Literacy
CMPS	5C	Introduction to Programming in C/C++
CMPS	5J	Introduction to Programming in Java
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)
CMPS	12M	Data Structures Laboratory (2 credits)
CMPS	13H	Introduction to Programming and Data Structures (Honors)
CMPS	13L	Introduction to Programming and Data Structures Laboratory (2 credits)
CMPS	17	Social Networks
CMPS	60M	Scientific Computation with Matlab and Maple
CMPS	80B	Systems and Simulation
CMPS	80G	Introduction to Unix
CMPS	80J	Technology Targeted at Social Issues
CMPS	80L	Social Data Analysis and Visualization
CMPS	80S	From Software Innovation to Social Entrepreneurship

Browse by Department/Subject

Show All Courses

Academic English

Anthropology

Applied Linguistics

Applied Mathematics and Statistics

Art

Art and Design: Gamse and Playable Media

Astronomy and Astrophysics

Biochemistry and Molecular Biology

Biological Sciences

Biomolecular Engineering and Bioinformatics

Chemistry

Chinese Language

College Eight

College Nine

College Ten

Community Studies

Computational Media

Computer Engineering

Computer Science

Cowell

Creative Writing

Critical Race and Ethnic Studies

Crown

Digital Arts and New Media

Learn about a Major

American Literature

Academic English

Anthropology

Applied Mathematics and Statistics

Applied Linguistics

Applied Physics

Art

Astronomy and Astrophysics

Biochemisty and Molecular Biology

Bioengineering

Bioinformatics

Biomolecular Engineering and Bioinformatics

Biological Sciences

Biology

Bioeducation

Ecology and Evolution

Ecology and Evolutionary Biology

Human Biology

Marine Biology

Molecular, Cell, and Developmental Biology

Neuroscience

Plant Sciences

Chemistry

Biochemistry

Environmental Chemistry