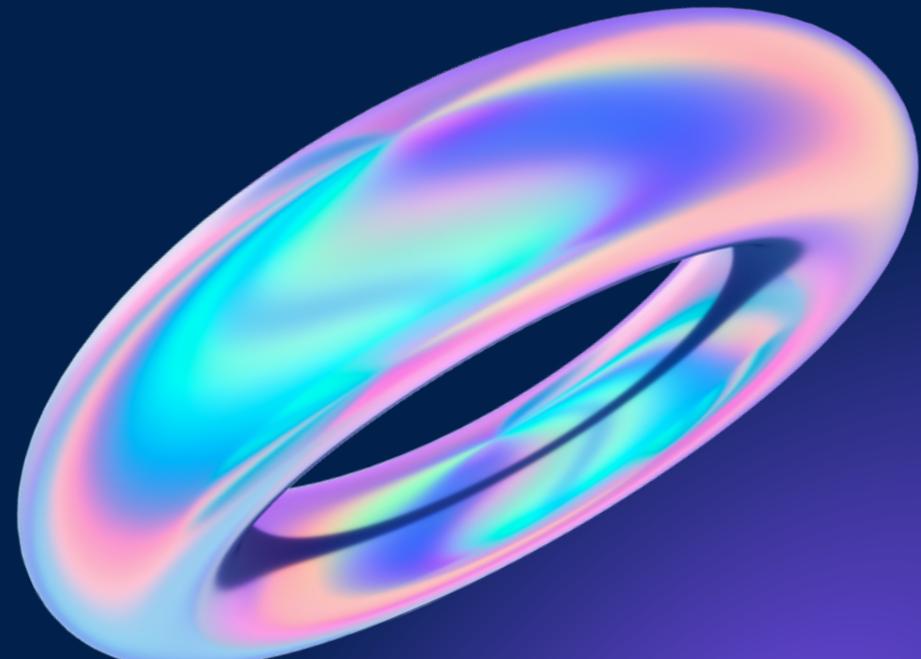




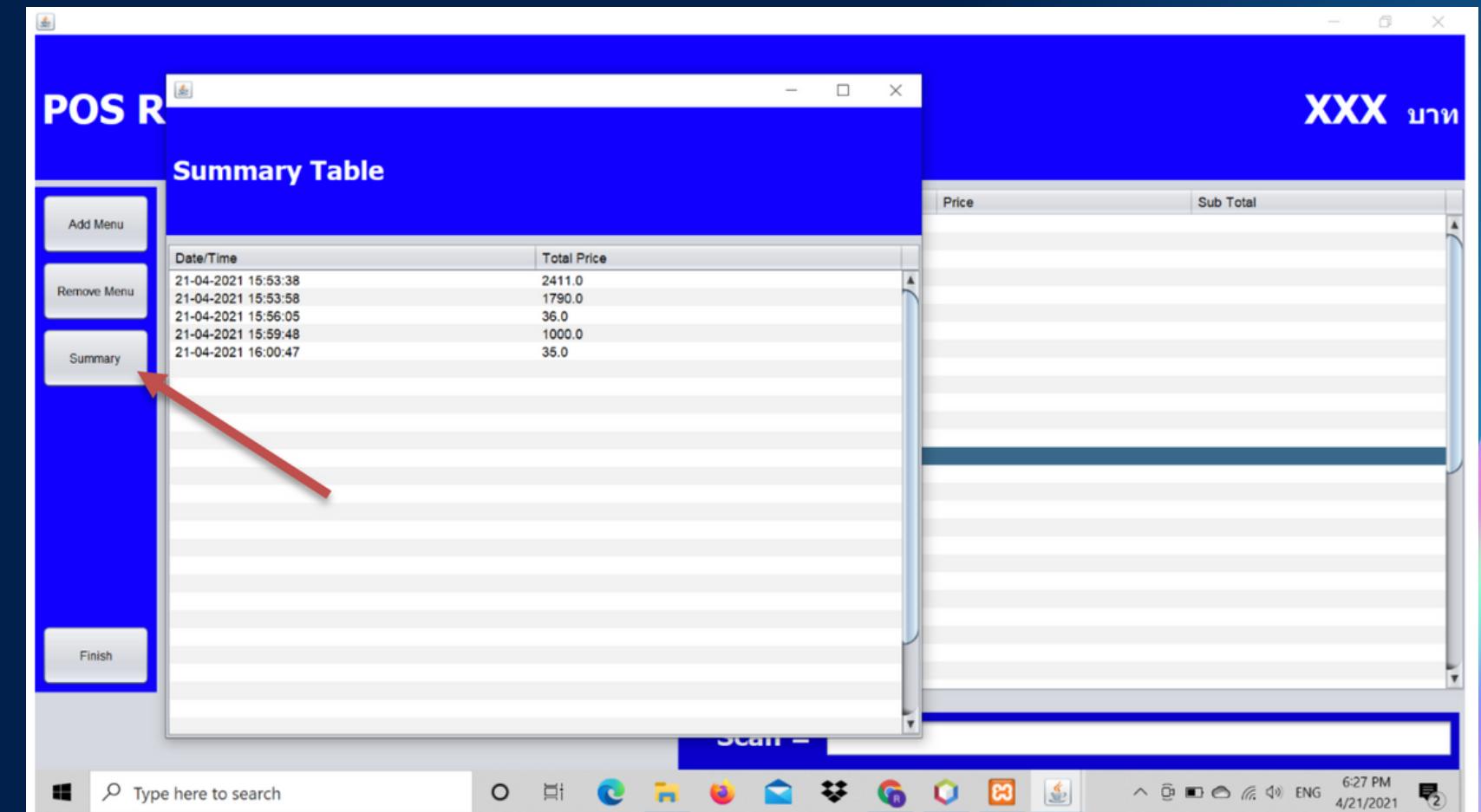
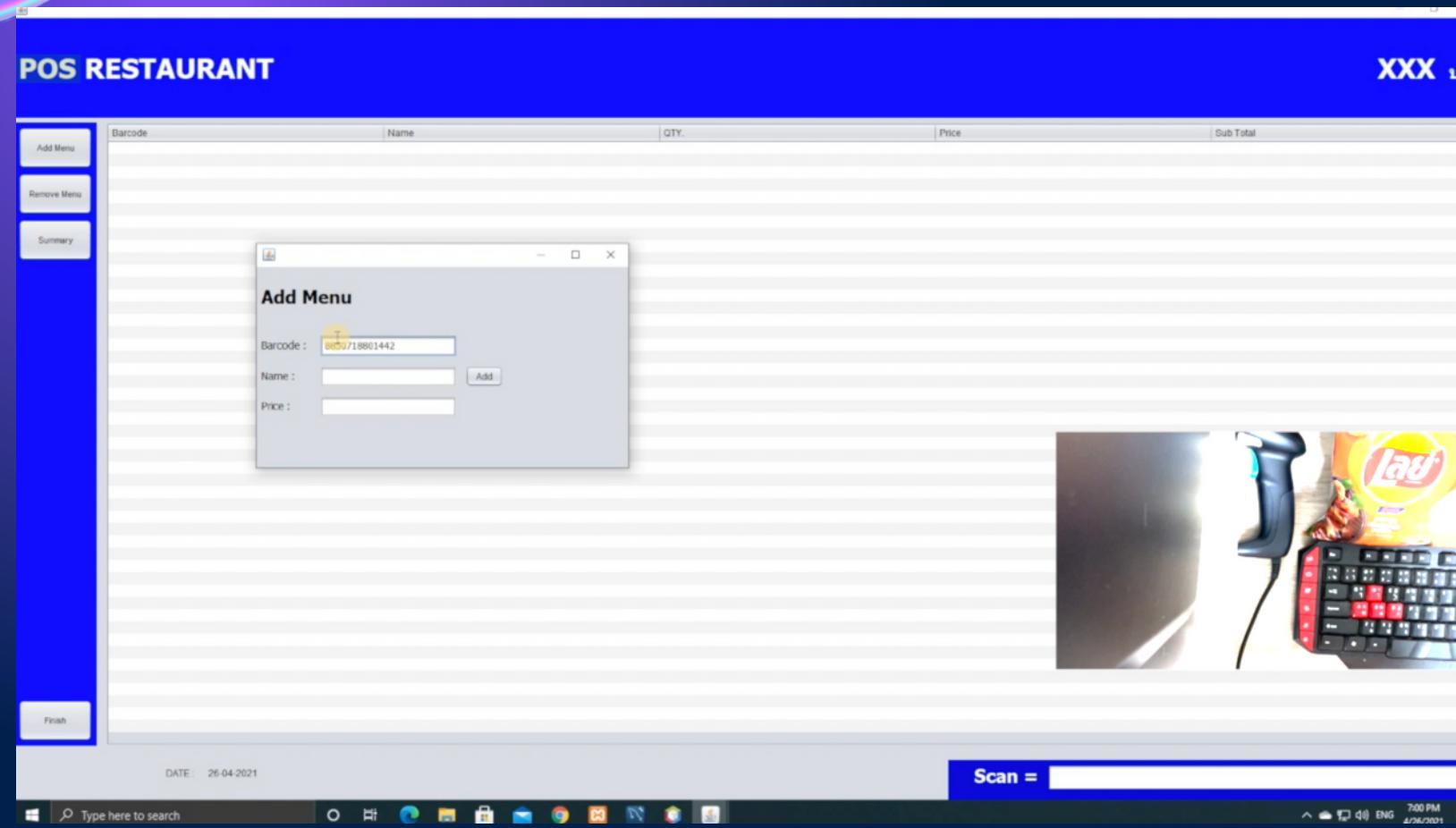
# Portfolio

Akkaradet Wittayawuttirat

Computer Science



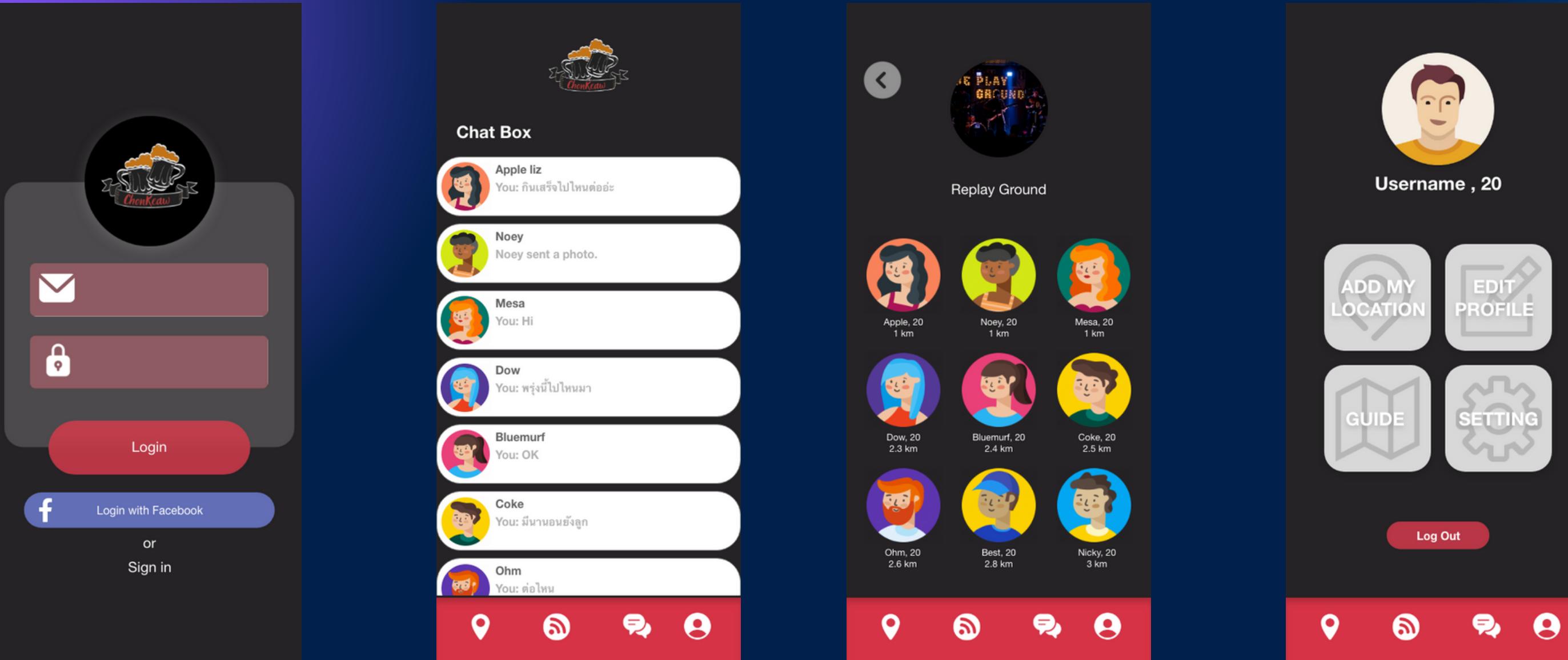
# 1st Year Project



## Point of Sale OOP Concept

It is a Point of Sale systems. Which was made to send my professor in the Object-Oriented Programming course, designed according to the concept of OOP and using MySQL database, In program include basic function such as sale interface, sales record, add product and remove product .It is designed to be able to actually use with the mini-mart shop equipment.

# 2nd Year Project



**ChonKeaw**  
Android Application

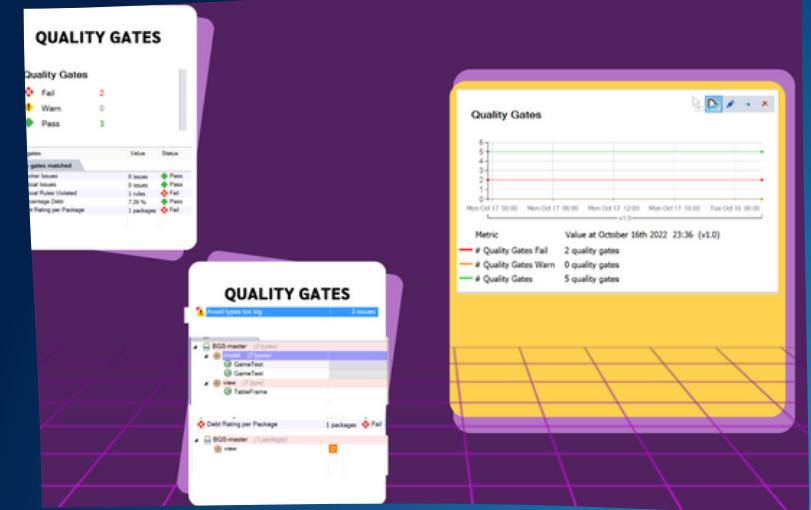
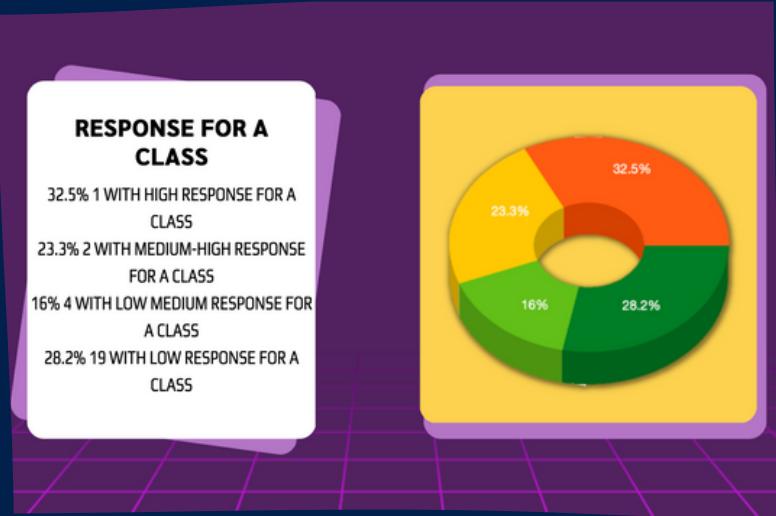
It's a making new friends app. which is a project to send my teacher in the mobile application development course. This app for making new friends in an entertainment place which can check-in to the entertainment place where we live And can send messages to new friends in the same place or send stickers to cheers instead of sending regular messages The app is built using Kotlin language and uses firebase realtime database to manage user's data.

# 3rd Year Project



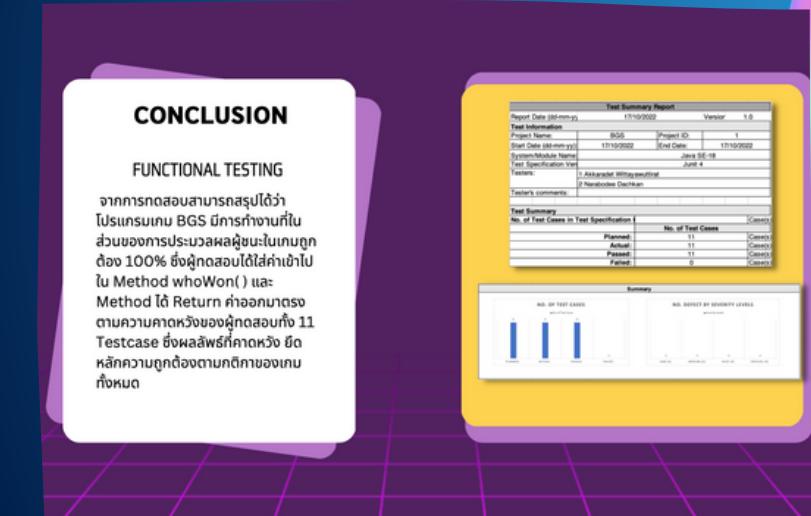
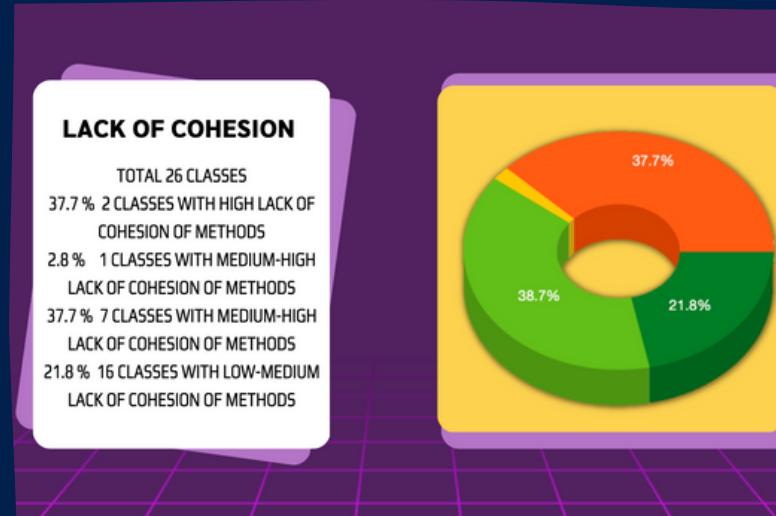
## </> TEST ENVIRONMENT & TOOLS

- </> Eclipse IDE
- </> JavaSE-18
- </> Junit 4
- </> CodeMR
- </> JArchitect



## TESTING SCOPE

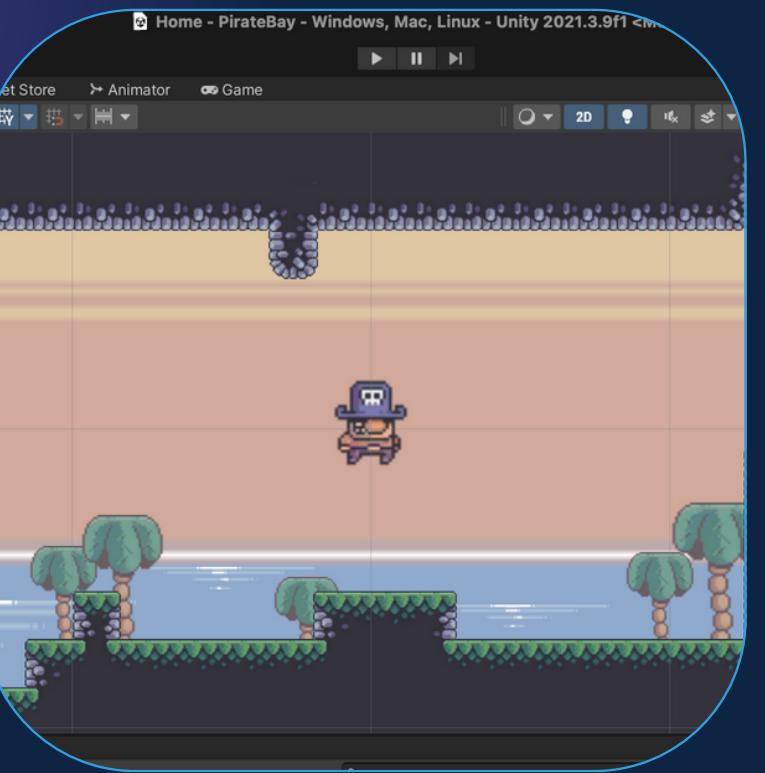
- Functional Testing
- Cyclomatic Complexity
- Class Lines of Code
- Lack of Cohesion
- Response For a Class
- Quality Gates



## Black Jack Quality Assurance

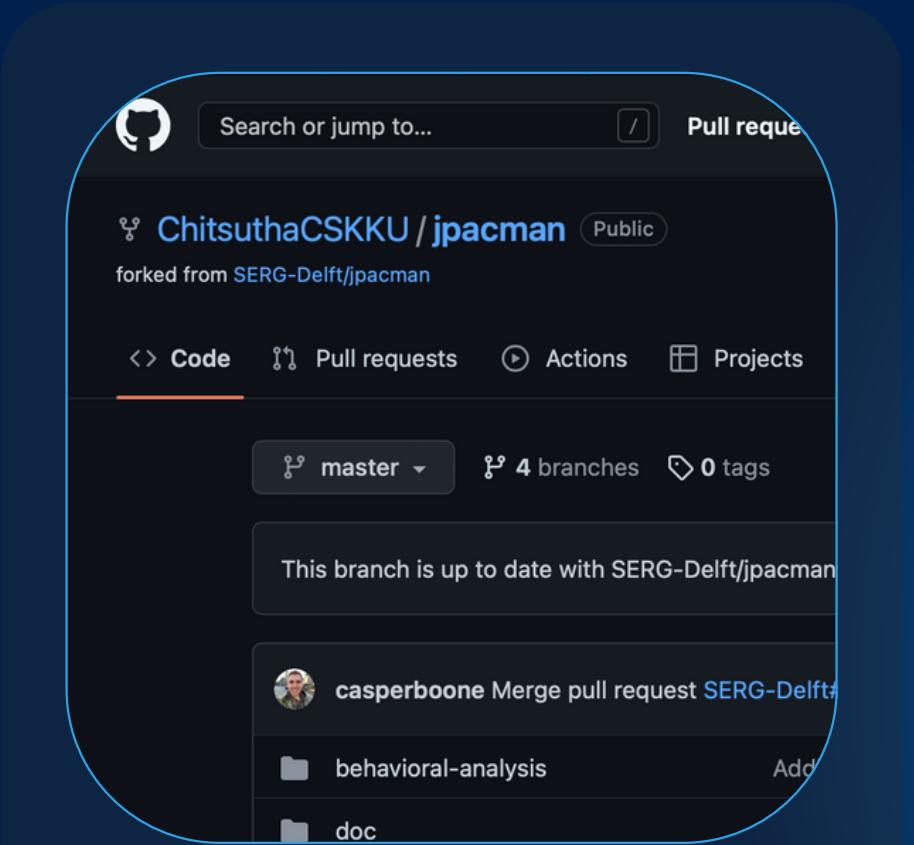
It is an open source GitHub testing project, it is the final project of Software Quality Assurance course, which tested 6 quality metrics and 1 functional testing. The testing tools are Junit5, Jarchitect, CodeMR.

# These Projects are on Progress



## Pirate Adventure Unity Game

This project I have to make a 2D platformer game and Research about how games affect student creativity.



## JPacman Software Development

This project is on Software Engineering course. I have to develop old pacman game to new version of pacman using agile framework