

# **CREATING A NEW WEBSITE FOR THE COMPUTER SCIENCE DEPARTMENT**

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# Computer Science Resources 2024/25

- [CS Placement Exam](#)
- [Senior I.S. Handbook](#)
- Fall I.S. presentations are Tue/Th, Sept. 24/26, 11-12:40
  - Sign up for fall presentation at this link [SignUpFallPresentation.xlsx](#) (Due Sept 22 at midnight)
  - Use this [link to upload your ppt presentation](#) (Due Sept 22 at midnight)
  - [I.S. sample fall presentations](#)
- [I.S. sample posters](#)
- **Virtual Reality Room Taylor 204** open on Tuesdays 6-7pm [xxxx, [xxxx@wooster.edu](mailto:xxxx@wooster.edu)] and on Thursday 4-5pm [yyy, [yyv@wooster.edu](mailto:yyv@wooster.edu)]
- [Link to student forms](#) (including double major I.S. agreement)
- [Annual Departmental Report 2019-2020](#)
- [Women in Computer Science](#)



AMERICA'S *Premier* COLLEGE for *Mentored Undergraduate Research*

## Computer Science Courses, 2023-2024

	Prof. As'ad	Prof. D. Guarnera	Prof. H. Guarnera	Prof. Montelione	Prof. Musgrave	Prof. Palmer	Prof. Visa
Fall 2023	<a href="#">CSCI 110 Imperative Problem Solving</a>  <a href="#">CSCI 300 01 and 02 Computer Graphics</a>	<a href="#">CSCI 102 01 and 02 - Multimedia Computing</a>  <a href="#">CSCI 279 Pb. Seminar</a>		CSCI 120 Data Struct. and Alg. Lab (Wed)	<a href="#">CSCI 100 01 and 02 Scientific Computing</a>  <a href="#">CSCI 210 Comp. Org.</a>	<a href="#">CSCI 120 Data Structures and Alg.</a>  <a href="#">CSCI 230 Software Eng. (W)</a>	<a href="#">CSCI 299 Database Sys.</a>  CSCI 120 Data Struct. and Alg. Lab (Mon)
Spring 2024	<a href="#">CSCI 214 Database Sys.</a>  <a href="#">CSCI 330 Comp. Networks</a>	<a href="#">CSCI 110 01 and 02 Imperative Problem Solving</a>	<a href="#">CSCI 200 01 and 02 Algorithm Analysis</a>	<a href="#">CSCI 100 01 and 02 Scientific Computing</a>  CSCI 120 Data Struct. and Alg. Lab (Wed)	<a href="#">CSCI 120 Data Structures and Algorithms</a>  <a href="#">CSCI 220 01 Theory of Comp.</a>  <a href="#">CSCI 220 02 Theory of Comp. [Prof. Kelvey]</a>	<a href="#">CSCI 399 Design Patterns</a>	

# RESEARCH & SOFTWARE

- Software Engineering
  - Methods: waterfall, agile, DevOps
  - Lifecycle: requirements, development, testing, maintenance
  - Refactoring, unit tests, coding practices
- UI/UX
  - Faculty feedback, student surveys
  - Intuitive, accessible, error-free
- HTML, CSS, JavaScript, GitHub Pages



# IMPORTANT CONSIDERATIONS

- Maintainability
  - Easy to edit
- Usability
- Responsiveness
  - Adaptive layouts
  - Touch friendly
  - Performance optimization

