

CREATIVE COMPUTING PROJECT - REFERRAL 1

Version 1.0
Computing
COMP140

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Introduction

In this referral assignment, you have two options:

- Continue on with your controller project
- Complete a series of questions online

"As soon as we started programming, we found out to our surprise that it wasn't as easy to get programs right as we had thought. Debugging had to be discovered. I can remember the exact instant when I realized that a large part of my life from then on was going to be spent in finding mistakes in my own programs."

— Maurice Wilkes

"C++ is history repeated as tragedy. Java is history repeated as farce."

— Scott McKay

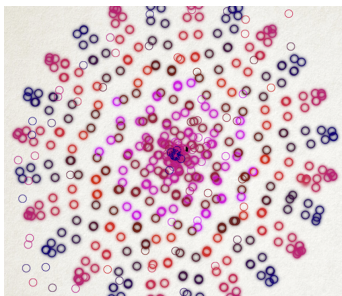
Continue on with Controller Project

Using the assignment brief <https://learningspace.falmouth.ac.uk/mod/url/view.php?id=35455>, please complete the project by **25th of June 1600** and submit to the following queue <https://learningspace.falmouth.ac.uk/mod/assign/view.php?id=70735>

Complete a series of Questions

Please complete the following questions by **25th of June 1600**

1. Task 1 - <https://learningspace.falmouth.ac.uk/mod/quiz/view.php?id=64481>
2. Task 2 - <https://learningspace.falmouth.ac.uk/mod/quiz/view.php?id=64487>
3. Task 3 - <https://learningspace.falmouth.ac.uk/mod/quiz/view.php?id=64488>
4. Task 4 - <https://learningspace.falmouth.ac.uk/mod/quiz/view.php?id=64490>
5. Task 5 - <https://learningspace.falmouth.ac.uk/mod/quiz/view.php?id=64491>



The **MetaMakers** undertake cutting edge Computational Creativity research at **Falmouth University**. Their main is to develop, combine, and extend artificial intelligence techniques to build inspirational software, and explore the philosophy of what it means for software to be creative.