Practice with Development Technologies: Homework 2



You should work together with your pair partner from your team; each pair in the team needs to do this assignment and submit separately.

Build a toy system using your team's selected programming language, development framework, and other technologies.

You can start with some existing program, e.g., from your static analysis assignment, that you port into the framework or you can write something new. It does not have to do much. It just needs to use your development framework (which means it needs a front-end, a couple screens are fine), build, and "pass" static analysis and a few simple tests. It should store something persistently and be able to read and update that data again later.

Post your code, build scripts, test cases, etc. on github.

Submit a single file, 1-2 pages, that tells us the url for this github repository, briefly describes your toy system, and discusses your experience using each part of your team's chosen technology. Did you run into any challenges? Was there anything you wanted to do but couldn't get working?

The name of this file should include both your team name and pair unis. For example,

AwesomeChairs_jbh2019_ras2105_homework2.pdf. You should submit as soon as possible after you are done, you do not need to wait for the deadline. If relevant, you can resubmit repeatedly until the deadline.

Points 4

Submitting a file upload

File Types doc, docx, pdf, txt, xls, and xlsx

Due	For	Available from	Until
Oct 4, 2016	Everyone	Aug 26, 2016 at 12am	Jan 31 at 11:59pm

+ Rubric