**Portfolio Design**

About me

Project Description

* Overview
* What I learned
* What great challenges

Projects

* Wdc
* OOP Game
* MATLAB 2048 game
* Computer system (Maybe think of how to display)
* Current Project (Jornal devolvement and thought process)

wdc

This was a group project that demonstrates all knowledge learned over the course, it fully displays all css html and javascript knowledge to create a website that interacts with a database to have .. elements . There was a lot of difficulty in trying to merge each page together, as we had worked on a different page each. However through this process I realized the importance of unit testing and how it can help in identify problems when fusinfg projects. This gave me great insight how to write in multiple languages and use database and the ability to work in a group.

OOP

This was a project made alongside a close friend. After the initial brainstorming sessions I was tasked with creating a …. Structure in our uml design. This project really required me to get my head around the 5 core principles of object orinated programming to correctly identify what aspects of the game should be classes and who inherits from whom. This gave me great insight into the 5 principles of object oriented programming alongside the ability to use a uml diagram and apply to real life code.

Matlab 2048

This was the first major computer science project and it is the recreation of 2048 which is a simple but addicting game where you use the arrow keys to move numbers and if they are they same number the add twogerther. The hardest part was wrapping my head around the physics of how the numbers would interact if they were not the same number and really breaking everything down to its atomic elements. This project gave me great insight into how to break down a known game into its bits that make it up and how to translate to a computer into how to unit test and really break my code into modular testable components

Computer systems

This project was a modified version of the nand 2 tetris book. The different parts go through my exploration of the innerworkings of a computer and building from basics the barebones of a computer. The hardest part of some of these was being able to apply my understanding of the book chapter to the question at hand. This project gave me great insight into the raw building blocks of a computer and how to apply abstract knowledge from books into real world applications.