College of Engineering Guindy

Anna University

Department of Information Science and Technology

Beneficiary Of the Project

TITLE:

Happy
Coding!!!

\mathbf{BY}

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Beneficiary:

The happy coding project aims in reducing the friction created between the errors and the programmers. When one programs one tends to face numerous errors and in order to solve these errors one must look up the net, refer to books and so on. This project however reduces the friction by displaying the cause of errors and a suitable solution to the error onto the programmers screen. It thus reduces the time taken to produce error free code improving the efficiency of the programmers coding skill.

When the cause of the error is known immedieately the programmer is exposed to the error as well as its solution enabling him/her to learn about the error and its solution and in turn reducing the doing of those errors repeatedly. At times when one swithes form the programming interface to the internet browser to find a solution one may not find an answer immedieately and get bored, by procrastinating and delaying the end product.

One may also get distracted by the various advertisements on the screen, forgetting about the code at hand. Humans now have shorter attention spans than goldfish. Given that our attention span is the amount of concentrated time we can spend on a task without becoming distracted, having a strong one is really important for getting things done and achieving our goals, this project keeps the attention of the programmer on the code as the he/she need not google to find solutions for the error at hand.