

# Project: Network Visualization

**Client: Amazon Web Services**

**Team: Quadcore Productions**

Themba Mbhele 14007950

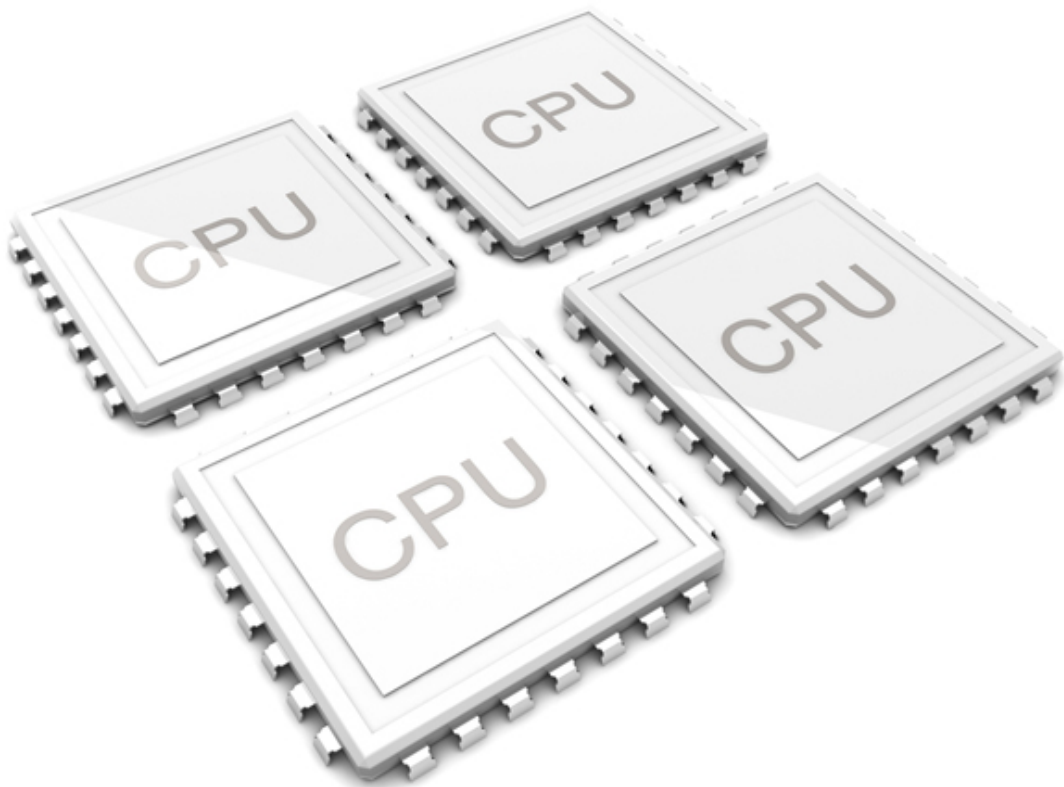
Moses Mayimela 14019702

Hlengekile Jita 14077893

Mpho Baloyi 14133670

Department of Computer Science, University of Pretoria

01 May 2016



# **1 The Team**

## **1.1 Moses Mayimela**

## **1.2 Hlengekile Jita**

## **1.3 Mpho Baloyi**

### **1.3.1 Interests**

- Keeping abreast with new technologies
- Learning and using new technologies to solve problems
- Reading up and doing research on new and old concepts in computer science
- Solving riddles and puzzles
- Helping people through ICT

### **1.3.2 Technical Skills**

- Solid programming skills in java,c++ and python
- Fair amount of knowlegde in assembly programming
- Web development with HTML,JAVASCRIPT,JQUERY,CSS,PHP,AJAX,ANGULARJS
- Interaction Design
- Database design with MySQL
- Understanding of process development
- Unit testing,mocking and dependency Injection

### **1.3.3 Non-technical Skills**

- Exellent Communication skills
- Patient
- Creative approach to problem solving
- Pay attention to detail
- Excellent planning skills
- Ability to grasp concepts quickly
- Willness to learn new things
- Ability to interpret and follow technical plans

- Ability to collaborate and work efficiently with other people
- Ability to work under pressure

#### **1.3.4 What makes you want to do the project**

My interest and deep passion for Internet of Things, helping people and more importantly providing people with means to take care of the environment through careful power consumption are the main reasons why I want to do this project. I also want to do this project because it is an opportunity to learn and see how software and hardware work together which has always been one of my many interests. The project presents an opportunity to learn new things, acquire new skills and refine my skills and I believe this is the headstart I need for my career in Computer Science.

#### **1.4 Themba Mbhele**

## **2 Project Execution**

### **2.1 Development Methodology**

### **2.2 Communication With Client**

To keep the clients informed we are going to use the following means of communication

#### **2.2.1 email**

- To inform the client of our progress
- To address any issues or concerns that they client may have
- To acquire information from the client
- To require any resources that the client has to offer for their project,...

#### **2.2.2 Phone calls**

This will only be used to address very urgent matters if they arise during the course of the project development however this will only be done with permission from the client and during business hours.

#### **2.2.3 Regular Meetings**

These will take place depending on the clients availability and willness. We may discuss the progress of the project, to address any concerns, etc.

#### **2.2.4 GIT**

Access to our git repository will be provided to the client,so the client can be able to monitor our progress and have access to the project material. We are also open to any means of communicatiuon that the client may prefer or suggest.

### **2.3 Technical Challenges**

- Learning the EC2 API

As this is a very specific technology and one that we have not encountered before but we have a strong believe that through more research,more information from the client and our previous experiences with using an API we can overcome this challenge.

- Retrieving Data from Amazon

This challenge is only due to the lack of information at this stage we plan to overcome this challenge by using either xml or JSON.

### **2.4 Technologies**