Summary of Hours and Justification
Ryan Connolly

Fall Semester (45 hours spent):

Fall semester was mainly our planning semester. We had meetings most weeks for an hour or more to work on the assignments (like the design diagrams, assessment essays, and others linked in our readme), as well as to discuss the vision of our project and the tools/languages we would use to create it. Our meeting notes are available in this repo as well.

As I was to fill the role of a front-end developer but had little prior experience, I also spent 3 hours familiarizing myself with HTML and CSS by looking over past assignments from Computer Networks class that utilized this, as well as many w3schools documentation pages. I also did some research on possible libraries or other ways to implement our planned animations of buffer overflow and other examples for about 2 hours, though we ended up concluding to put off this decision until getting further along in the development. Along with my teammates, I also spent 4 hours introducing myself to React through various similar tutorials and YouTube videos in preparation.

At the end of the semester, we spent a group 2 hours on the final report for fall. Around this time and over winter break, I also spent 4 hours on development of our web application, focusing on the UI and design. This was done through some trying out of code, but primarily on the Moqup website for a mockup of our dashboard page, which can be seen here.

Spring Semester (56 hours spent):

When spring semester started, our group hit the ground running by transitioning from fall's planning stage to our development stage. In addition to another 15 hours in our (mostly) weekly group meetings (notes found here), I also spent 30 hours on front-end development for our application. Finalizing the mockup (linked earlier) after we decided on our group aesthetic and UI look led to breaking ground on the actual code base of our web application.

An initial few hours was spent replicating our installation of React and various dependencies, which resulted in my creating a new GitHub repo to start fresh after many confusions, linked here. This became our primary code repository for the project, with the front-end work being in this folder. My group member, Emily, handled most of the ReactJS coding, while I handled most of the CSS (HTML was usually split). At the beginning, this manifested in her writing the bones of our home/dashboard page, and I went over it with

CSS and by modifying the HTML to align it with our mockup's vision. The biggest part of this, I spent on the banner and navbar.

Further into the semester, I continued to upgrade our UI design as I became more proficient with these front-end languages. Many commits and pull requests can be seen documenting this in the development repo linked above. I spent a few hours working on the module icons seen on our dashboard page, which can be seen in [this folder](#) (along with the logo PNGs, which I did not create).

I created the HTML framework used by most of our pages, seen in [this folder](#). Emily and I both worked on various components used to populate these pages, seen in the [components folder](#). Emily was the primary developer React and HTML developer for the Call Stack and Buffer Overflow modules, and I was the primary developer for the Command Injection module. With some help at some points from Emily, and with Molly designing the website's landing page (I just put some finishing touches on it in the form of the box around the text), I handled the majority of the CSS coding.

I also spent about 1 hour securing the order of our Hackademia logo shirts that we wore as a group to the Senior Design Expo. We all spent the 5 hours at the Expo presenting to departmental and college-wide judges. I also spent about 5 hours on various other individual assignments for this project, such as this essay the [self](#) and peer assessments.