

REVIEW THE PROGRAM

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infinite seascape, the village seemed compact and claustrophobic, its houses crowded close together in the one small corner of the Great Blasket that faced the mainland and offered shelter. The islanders were pragmatic people. In the years after the *maomhóga* to strip their former and slates, and anything else that lives.

At the top of the village, way above, was the two-storey house where Peig Sayers had lived. It had been modern and strong in 1910, but the winds had punctured the slate roof and blown out the windows. In the seventies it was bought by a rich and eccentric pilot from Alabama called Taylor Collings, who visited the Great Blasket on holiday and fell in love with it. Seized with an ambition to rebuild the village as a holiday ranch, he called on exiled islanders and bought their plots, very cheaply. After all, who could expect big money for a derelict house on an inaccessible island? One man sold for a bottle of brandy, or so the rumour went. Collings was larger than life and the people west of Dingle loved a character, so some were sorry when his plans came to nothing.

The next time anyone thought about who owned the Great Blasket was in the mid-eighties, when an advertisement in the *Wall Street Journal* offered the island for sale for a million dollars. That was the start of a long and complicated legal battle between a company based in Dingle, which had acquired Taylor Collings's share of the land, and the Irish government – led at that time by Charles Haughey, the owner of Inis Icileáin – which wanted to establish a national park. The issue was still before the Supreme Court as I crossed on that first boat of the season, and the future was unclear. There were signs of the island being brought back to life anyway, I had



I reviewed the program and i think we should apply the followings things :

- 1- Change the interface of the program.
- 2- Adding some new features (such as mobile version)
- 3- Apply changes on the chatting box and test it
- 4-Adding our own watermark
- 5-Start testing how we can upload our project on other platforms.

