

Team Members:
Ashlee Gaskins
Brittany Jennette
Ryan Tolentino

Save as pdf when done

Generic Classes & Methods

Brittany Jennette:

I was able to spearhead the PowerPoint Presentation and direct the general flow of the information included on methods and classes. The team decided that we wanted to keep each slide short and “fun” in a sense, contrary to the typical lecture slides. Each member assisted me in the research process and it made the overall development easier. Although making a PowerPoint presentation may seem very minute, it really helped lay the foundation for our video presentation and spark our creative side in what we wanted to create as a target solution in our code. In addition to that, I recorded 1/3 of the video presentation and my other team members recorded their portion as well. I suggested that we use a movie maker application to add background music and transitions for creative purposes.

Ryan Tolentino:

Ryan worked on the logistics such as creating the GitHub and writing a detailed README.txt file. Ryan was also responsible for committing all the changes to the master branch and pushing it to GitHub. Ryan was also responsible with assisting with providing information about the PowerPoint.

Ashlee Gaskins:

I was able to be the driving force in the development of the code for our project. I ensured that I used the tactics learned in class to make the code as neat and concise as possible. Using the tools that Dr. Sarami provided during his lectures was what helped the team reach the ultimate goal of completion for this project. I enjoyed every second of writing the code and getting to understand Java programming in depth. The team wanted to write a code that was fun and practical so we came up with the idea of Currency Conversion. To paint a better picture and make the use of the program realistic I came up with the idea of a trip to Canada and as with any trip you need money! There was truly no better way for us to implement our code in a real life scenario. In addition I created the final parts of the video by providing the ins and outs of the code, how it works, along with a short tutorial.