

Hello,

These three projects demonstrate my coding skills and abilities.

Enigma

This was a project of replicating a real life machine from World War II, which was made by the Germans and used to send encrypted messages. Our job was to first understand the actual machine, on how it worked, and then implement with code to decipher the encrypted messages. The skills I learned from this project was that you need to first understand the problem before you can start to code. And to never give up, as this project required a lot of understanding mechanically.

Attax

This project was split into two parts, first was to make the game Attax, second was to make an AI which could do simple legal moves against you. Our job was to learn the game of Attax, and its rules, then implement it with code. Once you had made the game, you now had to make AI which could make legal moves against. This was my first experience with actual AI, it was a thrilling experience. This AI was used through the use of data structure of Trees, which would predict your move and allow it to make a move which was four moves ahead of you.

GitLet

This project is the pride of UC Berkeley (Undergraduate). You start this project from scratch unlike the other projects. You are making the mini-version of Git. Hence, its name GitLet. For this project we had to understand how git worked and then to implement it through code. Hardest project ever.