

HACETTEPE UNIVERSITY

Computer Science and Engineering



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LICENSE

Driver License : B

IHA License : IHA 0 and IHA 1 Certificates



SCHOOL INFORMATION

University : Hacettepe University

Department : Computer Science and Engineering

Year : 3

GPA : 2,72

Military Status : Registered

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RELATED COURSES

* BBM101/103 Introduction to Programming I
* BBM102/104 Introduction to Programming II
* BBM201 Data Structures
* BBM203 / BBM204 Software Laboratory I / II
* BBM205 Discrete Structures
* BBM231 / BBM233 Logic Design / Lab
* BBM202 Algorithms
* BBM234 Computer Organization
* BBM301 Programming Languages
* BBM341 Systems Programming
* BBM371 Data Management



TECHNICAL SKILLS

* Languages :

Good : Java , Python, C,

Tried : C#, Verilog, Html, Css, Assembly, Scheme

* Other programs :

3D – MAX

Word, Excel



FOREİGN LANGUAGES

* English



PROJECT

***Python:***

**Complicated calculator:**

In this project, we have a different kind of money management problems like house, office, shop, then we give some recommendation about problem.

**Translator :**

In this project, we try to translate a language to English and English to the language with given specific grammar rules.

**Data visualization and statistic:**

In this project, that analyzes the results of the USA presidential election held and interprets whether it is fraudulent or not. Program reads huge excel file which is contain votes. After processes, program shows some plot about election results. Then program calculate fraudulent or not with a couple elections.

**Movie Management:**

We try to understand movie genre and some data from given movie explanation. Then we detect user detail who rated that movie. After several processes we combine them into html file.

**Cryptic Message Translator:**

In this project, we make a cryptic text with key.

***Java:***



**Mini Online Shopping Application:**

In this project, we have customers, admins, technicians which have some actions like admins can launch a new campaign, customers can shopping, technicians can check items types with low stock etc… We also have different kind of items. We categorize them with price, kind, release date, manufacturer, brand, expiration date, weight etc…

**Developing Mini Facebook System via GUI:**

In this project, we want to develop a very simplified version of Facebook. The basic components of Mini-Facebook application include: users (people with a Mini-Facebook account), posts (classified according to a post type), user collection (a class that adds or removes users, lists users’ posts, and controls user log-ins)

**Monopoly Game :**

In this project, we want to build an enhanced monopoly game which has special rules. It was the abstract model of some features of functions and such.

***C Language:***



**Maze Solver:**

In this project, we have a maze which to be formed by ones, zeros, keys and doors. Users must to follow zeros. They can pass door if they have a specific key that door.

**Basic Client-Server Simulation:**

In this project, we want to design a simple client server program with using stack, queue.

Client requests a process or interrupt. Then server decides which process or interrupt must handle based on some rules.

**Trees Structure:**

In this project, we want to design different kind of trees with different kind of inserting, searching, deleting rules. We build tree from given file.

**Cinema Management System:**

In this project, we have a movie house seats information. A customer can buy a ticket, cancel a bought ticket, show hall etc... Manager can create hall and show statistics about movie house.

***Verilog***

8-bits Processor

***Others***

**Lexical Analyzer**

In this project, we design a lexical analyzer with lex/flex tools. This lexical analyzer will read an input program and generate pre-defined language keywords and tokens.

**Parser**

In this project, we implement a parser for your language using yacc/bison tool. This parser should read an input code and as the output it should state whether the code is written correctly in your language or not. If the input file is written according to you language’s syntax rules, it should print a success message and if it is not, then it should print an error message stating the related line. All the conflicts must be eliminated before implementing a parser. Please make sure that your language is unambiguous clearing all possible ambiguity related definitions.

