Project Basic Information

Label **Information (Provided by student)**

Project Category

Virtual Reality

Type

Project

Project

VirCam

Name

Vision

Statement

of classical Latin literature from

Description enerator on the Internet. It uses a dictio

Project

Charter

rator on the Internet. It uses a dictional

Project Category

Information oriented software development

Type

Project

Project Name

hbjhb

Description hjbhj

Vision

jbb

Statement **Project**

jhbjb

Charter

Project

Machine Learning

Category

Project

Project Name

Type

CamVirtual

Statement

Description jjjjjjjjjjjjjjjjjjj

Vision

Project

Charter

Project

Software Security

Category Type

Project

Project

Name

SafeMe

Label Information (Provided by student)

It's time for a confession: we've been deliberately ignoring an important aspect of Web development prior to this point. So far, we've thought of the traffic visiting our sites as some faceless, anonymous mass hurtling itself against our carefully designed pages. This isn't true, of course. The browsers hitting our sites have real humans behind them (most of the time, at least). That's a big thing to ignore: the Internet is at its best when it serves to connect people, not machines. If we're go This isn't true, of course. The browsers hitting our sites have real humans behind them (most of the time, at least). That's a big thing to ignore: the Internet is at its best when it serves to connect people, not machines. If we're going to develop truly compelling sites, eventually we're going to have to deal with the bodies behind the browsers. Unfortunately, it's not all that easy. HTTP is designed to be stateless- that is, each and every request happens in a vacuum. There's no persistence reguest happens in a vacuum. There's no persistence between one request and the next, and we can't count on any aspects of a request (IP address, user agent, etc.) to consistently indicate

successive requests from the same person. In this chapter vo

Vision Statement

Project

Charter

Description