Reference Stories No.	Story Pool	Story Source	Summary (25-50 Words)
1	1	MunchMates - Sprint 2	Implemented a "Clear All" button on the ingredient input screen that removes all entered ingredients from the list. Includes a confirmation prompt to prevent accidental deletion of user entries.
2	1	EECS 581 - Project 1	Implement an algorithm for minesweeper to place a set number of mines on the field. The mines would be placed randomly at the beginning, but adjust positions if necessary to prevent the user from losing immediately.
3	1	EECS 581 - Project 1	Create a function that handles a user's click on the minesweeper grid. Using provided game state and event objects along with x and y coordinates as parameters, determine which action should be taken and return an appropriate response based on the rules of minesweeper.
4	1	EECS 468 - Assignment 1	Create an HTML file with two buttons. Using JavaScript, the top button displays "Hello, World!" in an alert, and the bottom button displays "Hello, World!" on the page itself above the bottom button and below the top button.
5	2	MunchMates - Sprint 2	Built an auto-suggestion feature for ingredient input that displays a dropdown of common ingredients as the user types. Suggestions are filterable and selectable to speed up the entry process.
6	2	EECS 168 - Assignment 7	Built a txt analyzer that removes extra whitespace and punctuation and tells a user how many times each word appears in the text and highlights which words are unique
7	2	EECS 658 - Assignment 1	Wrote a python program to train a Gaussian Naive Bayes model on the iris dataset to analyze its accuracy, confusion matrix, precision, recall, and F1-score through the use of data science libraries like pandas, sklearn, and numpy.
8	2	EECS 268 - Assignment 4	Developed a simulation of a CPU scheduler. Input is provided as a file of formatted instructions. Dictated by a rule based instruction scheduling procedure to determine task runtime eligibility and time.
9	3	MunchMates - Sprint 2	Implemented the "Forgot Password" flow with UI and backend integration. Users enter their email, receive a reset link via Firebase Auth, and receive confirmation feedback upon successful request.
10	3	EECS 330 - Lab 10	Created multiple advanced graph algorithms including Dijkstra's Shortest Path Tree Algorithm to find the shortest path in a weighted or directed graph, Prim's Minimum Spanning Tree, and Kruskal's Minimum Spanning Tree to find the minimum spanning tree of a connected and unidirectional graph
11	3	EECS 388 - Final Project	Implemented a path following algorithm for a simple car with LIDAR, vision, and servos. Provides steering, acceleration, and collision avoidance through visual processing and distance detection.
12	5	MunchMates - Sprint 3	Created a reusable recipe card component displaying recipe image, title, and summary info. Integrated a "Save Recipe" button that toggles saved state and syncs with the user's Firebase database.
13	5	EECS 210 - Assignment 8	Implemented multiple graph and game theory algorithms: Euler and Hamilton circuit detection using DFS, Dirac’s and Ore’s theorems, and a min-max Nim game simulation with 100 randomized trials. Demonstrates theorem application.
14	5	EECS 268 - Assignment 6	Implemented a recursive flood fill algorithm that simulates water spreading from a starting point across a map. It checks valid adjacent spaces, marks flooded areas, and stops when water runs out, adapting dynamically to any landscape layout.
15	5	EECS 348 - Arithmetic Expression Evaluator	Developed an expression calculator in C++. The implementation parses infix input, converts it to postfix notation, and computes results. It supports operators (+, -, *, /, %, ^), handles parentheses, and ensures error-checking for invalid input and division by zero.

16	8	MunchMates - Sprint 3	Integrated with Spoonacular Recipe API to fetch recipes based on user-entered ingredients. Built the API service layer, parsed responses into recipe model objects, and implemented error handling for network failures and API limits.
17	8	EECS 649 - Assignments 1 and 2	Assignment 1 and 2 involved implementing and analyzing regression and logistic regression models on real-world datasets in Google Colab, applying modeling techniques, evaluating performance, and submitting results via shared Colab links.
18	8	EECS 677 - Project 4	Created a simple single page URL sharing multi-user web application. Implemented user authentication, administrator privileges, accurate date/time posting, password encryption, and SQL injection prevention through parameterized queries.
19	8	EECS 649 - Assignment 4	This assignment had two parts: buld a basic RNN to predict the next values in a time series, and build an LSTM model to perform sentiment analysis in IMDB movie reviews. Both parts involved data preprocessing, building the model, training the model over multiple epochs, and evaluating its accuracy.
20	13	MunchMates - Sprint 4	Developed a weekly meal planner allowing users to assign saved recipes to calendar days via drag-and-drop. Implemented automatic grocery list generation with ingredient aggregation, de-duplication logic, and a dedicated screen with checkable items.
21	13	EECS 447 - Final Project	Developed an SQL-based library database system to manage books, borrowers, transactions, and overdue tracking. Included advanced queries, fines, and reporting features. Implemented using MySQL with structured documentation, team collaboration, and VC through GitHub.
22	13	EECS 678 - QUASH Project	Created a custom shell called Quash, a simulated command-line interface supporting common shell commands. Implemented with GNU Bison and Flex for robust parsing and error handling. Features include build via Makefile, cross-platform support, and thorough testing on multiple environments.