**Pinoccio Desktop Gui (Gavin Dinubilo)**

For my final project I built a gui to interface with what is called a Pinoccio Board, there’s already a web version of this, but I thought it would be fun to try and port it to a desktop experience. I chose to do this over the game, because I have a feeling people will actually use this, and I’d rather spend 5+ hours working on something that will be used than something that is impractical for me to use in the future, and this can go on a portfolio in the future.

Currently what is part of the program is the ability to add your API key (this gets saved into a text file for the program to read from later) and this will pull your “scouts” from the API that’s provided by Pinoccio.

After you enter your api key, you can choose a “scout” and then on the right you have the ability to send a “command” to the scout. (send using the “enter” key). You can “scroll” through your previous commands sent using the up and down arrow keys.

I did use a couple external Libraries for this, I used a library to parse through the JSON that was returned from the Pinoccio library that I used. The JSON library was necessary for me to use, the Pinoccio library I could have recreated, but I didn’t because I didn’t want to “recreate the wheel”.

I used mostly CSS to style the elements on the page, mostly just colors, and width, and border stuff.

Test api key: 655989d70043b163c8bb8bab7d3717e3

Note: the above api key was pulled directly from “config.txt” just to prove that the file stuff actually works. Enter that key into the “Api Key” field.

Also, last thing, this course was one of the best courses I’ve ever taken at TMCC, I learned a ton, and it was fun to listen to how everyone accomplished everything. Thank you.