Project

Emerging Tehnologies 2016

The following document contains the instructions for the project for this module. In order to set a context for the feedback, first consider the following.

You should be aware that the standard required for submissions at level 8 (fourth year) is higher than at level 7 (third year), which in turn is higher than at level 6 (first and second year). Significant effort is made to ensure that the standard is fair and consistent across third level institutes, both nationally and internationally. The standard we set for modules in computing is informed by Quality and Qualifications Ireland's Award Standard for Computing [**?**]. Below is a particularly relevant selection of the learning outcomes contained in that document.

Level 8 (Year 4)

The learner will be able to:

- *describe the limitations of some current computing theories and knowledge.*

- *locate and evaluate information through online research.*

- *model and design complex computer-based systems in a way that demonstrates comprehension of the trade-off involved in design choices.*

- *demonstrate mastery of a complex and specialised area of skills and tools;*

- *use and modify advanced skills and tools to conduct closely guided research, professional or advanced technical activity.*

- *manage one's own learning and development, including time management and organisational skills.*

- *manage a computer-based project throughout all stages of the lifecycle.*

- *apply quality concepts to products and processes of own work.*

Level 7 (Year 3)

The learner will be able to:

- *integrate concepts learned across a variety of subject areas.*

- *identify relevant material on a given topic from available information sources.*

- *succinctly present rational and reasoned arguments to a range of audiences.*

- *test and confirm the extent to which a computerbased system meets the criteria defined for its current use.*

- *develop innovative solutions to pragmatic situations.*

- *recognise the suitability of a given solution to a problem.*

- *apply knowledge learned in new situations.*

Level 6 (Years 1 and 2)

The learner will be able to:

- *describe best practices in computing.*

- *recognise and apply common best practices.*

- *apply knowledge in a practical setting under supervision.*

- *demonstrate the capacity to learn new knowledge and skills.*

- *use troubleshooting strategies and techniques in correcting a variety of computer hardware and software problems.*

- *implement computer based systems solutions to well-defined problems.*

Project brief

You are required to develop a single-page (web) application (SPA) written in the programming language Go.

`Hello, world!`

Note that `Hello` is just... [**?**].

Summary

Best of luck.