Displaying data structures and algorithms in a graphical user interface

Internship Project Plan for INFT6993, Spring 2013

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# A. Statement of Work (Goal)

**Design and implement a data structure and algorithm animation system based on Genesis programming language by May 1st, 2013.**

# B. Critical Milestone (Project Schedule)

*Give a detailed listing of* ***complete unambiguous measureable*** *project tasks to be done, including planning, training, important meeting, researching, requirement analyzing, system design, coding, testing, documentation and presentation, etc.*

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| No | Task Description | Product/Document  Completed | Total Effort  (hours) | Begin Date | Projected Date  of Completion |
| 1 | Design Document |  |  |  | 02/28/2012 |
| 2 | Implementation |  |  |  | 05/01/2013 |
| 3 | Testing based on the scenarios in the design document |  |  |  | 05/01/2013 |
| 4 | User Manual |  |  |  | 05/01/2013 |
| 5 | Report 1 |  |  |  | 02/28/2013 |
| 6 | Report 2 |  |  |  | 03/30/2013 |
| 7 | Final Presentation |  |  |  | 05/01/2013 |

\*Attach a Gantt chart here is recommended.

# C. Technology & Resources Requirements

*Provides a list of technologies, hardware/software tools or packages, or equipments required to complete the project. Your sponsor should supply and support these items during your internship.*

|  |  |
| --- | --- |
| No | Requirement Description |
| 1 | Netbeans IDE |
| 2 | Java FX package |
| 3 | Genesis language code |
| 4 |  |
| 5 |  |

# D. Project Assumptions & Constraints (if any)

*List constraints and/or assumptions made about the project that might possibly affect the success of your internship and should be aware of by your sponsor and instructor of the course.*

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