**Familiarity Review Template**

**Name:** Isaac Ireland

**Date:** November 23st, 2018

**Week:** 10

**Coding Topic:** Threads, Executables, runnables

**Description of Understanding:** This seems like a useful tool in helping make use of modern CPUs and also is handling the many threads that can be needed when many users are accessing the same interface.

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| **File** | **Git Link** | **What should I be looking for?** | **Sandbox or Your code?** |
| Multithread.java | https://github.com/ireland-isaac/isaac-ireland.github.io/blob/master/familiarity%20review/threading/Multithread.java | Showing threading | Mine |
| ThreadA.java | https://github.com/ireland-isaac/isaac-ireland.github.io/blob/master/familiarity%20review/threading/threadA.java | Further manipulation of threading | Mine |
| Threadsless.java | https://github.com/ireland-isaac/isaac-ireland.github.io/blob/master/familiarity%20review/threading/threadless.java | There is a timer on this, it shows 21 mil (threadA does it in 5) | Mine |
| Thread-executables.runnables.docx | https://github.com/ireland-isaac/isaac-ireland.github.io/blob/master/familiarity%20review/threading/thread-executables-runnables.docx | An explanation of what I understand and can do | My write up |

**Coding Topic:** Servlets

**Description of Understanding:** This one gave me the most trouble, and I had to install a different coding base, since my last one just would not comply. Ended up spending 3+ weeks with help and all before I got something to work.

**Teaching Video:**

**Starting at:**

|  |  |  |  |
| --- | --- | --- | --- |
| **File** | **Git Link** | **What should I be looking for?** | **Sandbox or Your code?** |
| UseCaseDocument.docx | **https://github.com/ireland-isaac/isaac-ireland.github.io/blob/master/familiarity%20review/UseCase/UseCaseDocument.docx** | Description of knowledge |  |
| HelloWorldServlet.java | **https://github.com/ireland-isaac/isaac-ireland.github.io/tree/master/familiarity%20review/Servlets/netbeansCode/HelloWorldServlet** | This should pull simple website that has can be dynamic | Sandbox + my site |

**Coding Topic:** JSON

**Description of Understanding:** JSON is a javascript based universal object notantion. It’s designed so things like websites can grab data and reliably make them into something more useful. All sandbox code was written by me in parallel to a tutorial. This allows for objects to be created and passed on to other programs using a universal methodology. I have a CNC that I am borrowing and the code it uses to communicate with the computer is JSON.

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| --- | --- | --- | --- |
| **File** | **Git Link** | **What should I be looking for?** | **Sandbox or Your code?** |
| JSON.docx | https://github.com/ireland-isaac/isaac-ireland.github.io/blob/master/JSON/JSON.docx | Description of knowldge |  |
| JSONExercise.java | https://github.com/ireland-isaac/isaac-ireland.github.io/blob/master/JSON/JSONexercise.java | Simple java program to create JSON string | sandbox |
| JSONExercise1.java | https://github.com/ireland-isaac/isaac-ireland.github.io/blob/master/JSON/JSONExercise1.java | Creates a JSON array | sandbox |
| Heros.html | https://github.com/ireland-isaac/isaac-ireland.github.io/blob/master/JSON/heros.html | JSON used in HTML application. | Made for CIT230 class. |
| JSONRead.java | https://github.com/ireland-isaac/isaac-ireland.github.io/blob/master/JSON/JSONRead.java | Example of creating json and reading it | Sandbox |

**Coding Topic:** UML State Diagrams and Sequence Diagrams

**Description of Understanding:**

**Related to Use case diagrams and documents:**many of the UML principles stated in Use case diagrams/documents are seen in these two, I simplified my notes not to repeat the redundancies, but a link below to the folder will be posted if you need to see my work there.

**Starting at:**

|  |  |  |  |
| --- | --- | --- | --- |
| **File** | **Git Link** | **What should I be looking for?** | **Sandbox or Your code?** |
| Folder is of another section that covers many principals | **https://github.com/ireland-isaac/isaac-ireland.github.io/tree/master/familiarity%20review/UseCase** | I treated the State/sequence diagrams as an extension of this folder |  |
| UML state Diagrams.docx | **https://github.com/ireland-isaac/isaac-ireland.github.io/blob/master/familiarity%20review/StateDiagrams/UML%20state%20Diagrams.docx** | Details of what I know | My own creation |
| StateDiagramIcecream.pdf | **https://github.com/ireland-isaac/isaac-ireland.github.io/blob/master/familiarity%20review/StateDiagrams/StateDiagramIcecream.pdf** | Example of state diagram | My creation |
| StateDiagramCarStarting.pdf | **https://github.com/ireland-isaac/isaac-ireland.github.io/blob/master/familiarity%20review/StateDiagrams/StateDiagramCarStarting.pdf** | Example of State Diagram | My creation |
| SequenceDiagramChess.pdf | **https://github.com/ireland-isaac/isaac-ireland.github.io/blob/master/familiarity%20review/StateDiagrams/SequenceDiagramChess.pdf** | Example of Sequence diagram | My creation |