Eric Gatto

**Capstone Assessment**

From an academic perspective our project will encompass a lot. We will be using embedded systems to interact with our program. We will of course be using computer science for the actual development of our project. Agile methodologies will be used in order to keep our project on track and moving forward. Knowledge of algorithms and data structures will be instrumental in making our program run smooth and efficiently. User interface knowledge will also be key in identifying a target audience and building towards them.

Like mentioned above our knowledge gained from the curriculum will play a huge role in developing this project. We will be using information from classes such as Data Structures CS2028C. This class will come in handy during the process of writing the code and making sure its readable and efficient. Another useful class that will help with this project is User Interface 1, CS 5167. This class will make identifying our audience for the project easier. Along with that we will also know how to develop a useful interface for that audience.

My co-op experience will play a huge role in the development of this project. I only co-oped at Duke Energy as a Midwest Developer. During my time at Duke I learned a lot about working on large projects. I learned how to work on a team as well as how to keep project folders clean. I learned a lot of C# programming as well as ASP .NET development. I mainly acquired these skills on a regulatory project that required my team to build a new webpage for suppliers to use. During this process I also learned how to develop for a target audience, the business AKA “not the most tech savvy”.

I’m very excited to work on this project. The main reason to start a relatively large project from the beginning. At work all the large code bases that I worked on were all ready coded and I would have to read their code to try and figure out how my changes fit in. Starting from the beginning means I get to build from the group up and know every in and out of the code. I will also be able to identify my target audience from the very beginning. After understanding my audience, I will then be able to come up with a vision on how I’d like everything to work and implement it.

This project also introduces a lot of technical learning. I feel like I have a lot of technical knowledge but with every project I’m sure I’ll learn 100’s of things. Whether it be a new language or a new architecture or even just better practices and techniques. I think that is where most of my excitement for this project comes from, is just the ability to learn more. Luckily I know all of my team members which provides an easier environment to learn from as we are all very open to giving and receiving feedback. I expect that through this project we will all learn a lot and all come out being much more well rounded developers.