CCLab 2014: Section A

Open Project, Javascript

Description

You have two weeks to complete a javascript-centric project of your own design. The goal of this final project is to incorporate the technologies you have learned during the first few weeks of the CC Lab in making a site or app that has specific personal use. You will also be expected to incorporate one or more javascript technologies (examples follow) that are new to you.

Project requirements

The project can either be part of a larger website, or a separate dedicated application. The project must demonstrate your grasp of vanilla javascript as well as at least some use of JQuery. You must also access and use data from at least one web API. In addition, the project must demonstrate the use of one additional "new" technology that has not been taught in class. Examples include, but are not limited to:

- additional JS libraries other than jQuery (Prototype, MooTools, D3, others)
- node.js
- use of external databases
- integration of PHP
- Canvas or other HTML5

You must choose technology to work with that you have the ability to follow through on. Meaning, do not expect your faculty to sit down with you and provide a tutorial. You have to figure out how to design and code your project yourself-- and how to identify resources (|tutorials, example sites, etc). Choose something that is of use to you, and that you will have fun making. Make sure to credit all sources.

Example Projects

- Do something with mapping or GPS
- Manipulate an image, photo, or video in some way
- Create a musical instrument
- Write a calendar, with the ability to add, edit, and delete appointments
- Create a timer or alarm clock
- Control an Arduino board

(NOTE: There are many other possibilities.)

Dates

- [**Sept 16**] In-Class Workshopping - *you must come to class with a project that is - at the very*

minimum - pseudo-coded and structued. This will be your main opportunity to ask me questions as my ability to answer questions the week before the project is due will be limited.

- [**Sept 22 at 11:59PM**] Final Code Pushed to GitHub and e-mail with a link to your GitHub repo sent to me. If you upload it to a live server, please send me that URL as well. I will be looking at your code before class and I will not accept late projects.
- [**Sept 23**] You must have your code up and running on your computer *before* we start at 7PM. We will take the first thirty minutes of class to share our projects before jumping into our Arduino section. If you are late for class or in any way unprepared, I will have to knock points off your grade.