For project one I plan to make a personal website for myself. It will include a home page, about me page, resume, contact page, and JavaScript applications such as a binary/hexadecimal/hex/octal converter, a simple calculator, and a guessing game.

The home page of my website will serve as a basic introduction to the site, it will welcome users and have navigation links to all the other pages. It will also include some basic information about me without going as deep as either the resume or the about me page. Furthermore, it will include download links to previous programs I’ve written that are part of my portfolio so that users can get an idea of my level of experience, this will include at least three separate download links.

The about me page will be just as it sounds. It will have some background about who I am, where I grew up, what I like and dislike, hobbies of mine, and other such personal but not professional information. It will also include a small gallery of pictures from my life that go along with the descriptive paragraphs.

The resume page and contact pages will follow the same pattern and be very true to their name. I will make and format complete resume including previous work experience, certifications, and degrees for the web page as well as create a downloadable PDF link. The contact page will be rather small, it will simply have some basic contact information such as my school email. It may also include a fillable form for the user to enter their name, email address, and the subject they wish to discuss for submission to me to respond to them.

Finally the JS applications will primarily be translated over from previous Java code of mine. I have a recursion based hexadecimal, binary, octal, decimal converter that I plan to translate into JavaScript for use as my first and most complex JavaScript application. After that I will make a simple calculator, bringing it slightly farther than the ones we made in class by having it save the previous result and giving the user the option to copy it into their next equation. I will also be adding some functionality including powers and roots. The final JS application will be a simple guessing game. It will consist of a user adjustable random number generator with the minimum rage being 0-10 and the maximum being 0-100,000. Once a number is generated the user will have 3, 4, or 5 guesses based on the difficulty setting and after each guess the script will return whether they were high, low, close-high, close-low, or correct. If they miss all guesses the script will display a “You Lost” message and prompt them to play again.

Blue = webpage Green = download

C\_program.c

Java\_Program1.jar

Java\_Program2.jar

Guessing\_Game.html

Calculator.html

Number\_System\_Converter.html

Resume.pdf

Resume.html

About\_Me.html

Contact\_Me.html

Index.html

(homepage)