

**ENG 1002**  
**Major Project Self-Assessment**  
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## Introduction

Below as illustrated I have self-assessed each component of the MATLAB major projects rubric and provided relevant scope for the received score. Greater evidence and demonstration of the scores are included within the appendix. Additionally, the resources I used to gauge foundational knowledge within appdesigner are listed.

## Conceptual Coverage (Score: 20/20)

- Input/Output: The application is almost entirely input/output based. Buttons, sliders, and text boxes all take user input and produce output, only the output is completely based on the function that is being used. All buttons utilised within each function and UI, act on pressing input established through the call-back functions that accompany the buttons used

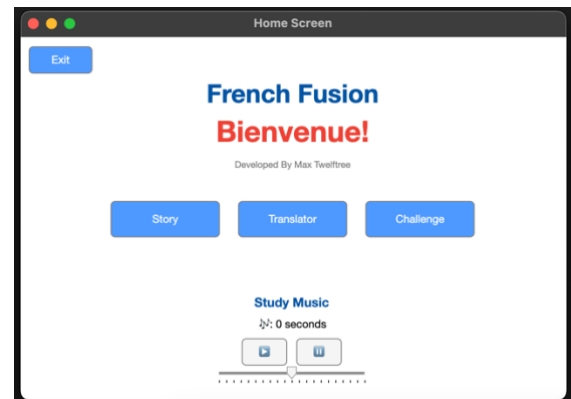


Figure 1.1: French Fusion GUI.

- within the application. Moreover, for the translator and challenge modes, user input can be experienced further by text-based input given within the edit text panels.
- Visualisation: Within the application, visualisation is very apparent through its entirety. When the user is prompt with the loading screen, a changing state within the 'Loading...' is animated with three different stages. This was developed through using an array of dots and frames where the number of dots correspond to a frame. The frame sequence cycles back infinitely. Furthermore, each application mode resembles a different state entirely. The UI for each mode and its contents change, offering a visualization of the application state. The most notable changing state would involve the runtime with the 'Study Music' feature, where the time the music has been playing clocks with a time that is later reset.
- Programming Concepts:
  1. Loops: For loops were often utilised within the application to iterate over and process lists. Additionally, for loops were generally utilised to append to lists using end+1 indexing and also involved checking conditions. While loops were not used

within the code for the application due to their issues with GUI's. They can block the GUI as GUI frameworks run on a single thread that handles both logic and user interface updates. This can result in unresponsive interfaces if the loop continues for an extended period and blocked operations. Despite this I tried to add while loops within my code where I deemed possible but issues with responsiveness and functionality arose.

2. Vectors/Matrices: Both vectors and matrices are primarily used to manipulate and sort string data within the application. Notably within the for loops, vectors were frequently used. To illustrate this, see the following piece of code taken from myApp.m:

```
for i = 1:numel(frenchWords):
```

Here, i iterates over a vector of values from 1 to the number of elements in frenchWords.

Moreover, matrices were thoroughly used when positioning and adding colours to GUI elements i.e.: [0 85/255 164/255]. Such matrices were used for the entirety of the project allowing for a more aesthetic and personal theme. Outside of vectors and matrices, many more similar data structures were used. Cell arrays, logical vectors, and arrays were all used throughout the program's entirety. Additionally, MATLAB's dictionary data structure was used for key-value pairing. With this, the dictionary data structure MATLAB has followed the same approach a HashMap would with quick lookups ensuring the time my application took for some functions wasn't extended.

3. Conditional Execution: If, else and else if conditional statements were frequently used within the projects code. However, a switch statement was also used to determine the appropriate level file based on the selected level.
4. Function: Several functions were used throughout the project's entirety, each of them with their own purpose and use case for the application. Due to the structure GUI's host, many functions were needed to allow for specific tasks to be performed.

Furthermore, utilising several functions had great benefit when debugging code due to specify and the ease of finding bugs with MATLAB's command window returning warnings for functions and the exact line within that function. With several functions being used I was able to expand upon each of them quite rapidly and had my main one's acting as building blocks for others to expand off. This included the main modes, the buttons associated within them and later the call-backs that responded to other functions within the application.

### **Value Add (Score: 20/20)**

- **Functionality:** A GUI and MATLAB's appdesigner were utilised to add value with great performance and execution. Appdesigner was chosen as the best way to add the greatest value despite the tight timeframe I was given to execute the project. In addition, my main goal was to create something others and myself can utilise and find value in using. Due to being close with French learning communities I hope that my application can give a potential way people can find value in learning French and I found appdesigner to be the only mean within MATLAB to be able to execute such a goal. On top of utilising appdesigner I added, text-based animation, sounds, and game like functionality to add the most value I deemed I could within the time frame I had.
- **Extensions:** I added many extensions to the application as shown within the progress files located within the project's repository. The main extensions to the application:
  1. Multiple levels of challenges
  2. Dynamic content loading
  3. Streak and error tracking, with conditional level placement
  4. Error handling
  5. Adaptive UI responses
  6. Navigation features
  7. Additional features (study music, story mode, volume slider and more)
  8. Clean UI that follows the French theme of the application
- **New MATLAB Features Used:** My projects makes use of new techniques within the course and other techniques that haven't been covered. 'fileread' was used to allow for dynamic content loading. As well as nested functions, timers, and audio management.

UI control and creation was evidently greatly used despite the course not covering them as features. More importantly it uses a GUI and appdesigner, two features the course has not covered, yet the main principle of my application.

#### **Incremental Development (Score: 15/15)**

- 15 various progress files with images and code are located within the projects repository to show the development and time the project took to develop. Additionally, videos are shown for some stages of the app's development. For example, when the 'light' and 'dark' mode were introduced and properly working a screen record was taken. However due to issues with them they were later removed from the project.

#### **Testing Evidence (Score: 20/20)**

- Test documentation was added for each of the progress files to showcase the applications state and what it struggled with at each stage of development. Goals for each test were included to give myself direction as to what I wanted to improve when I further developed the application from its current state at that given time. Due to the GUI being different to the courses content I couldn't utilise normal test cases that judge output on expected vs actual output.

#### **Comments and Style (Score: 20/20)**

- Evidently there are several comments throughout the code's entirety, in which a function first structure was used. Additionally, each function has its own file within the repository allowing for greater readability. Descriptive and useful comments were added to aid in the users understanding.

## References:

1. au.mathworks.com. (n.d.). *Adding a New UI Element to a MATLAB App with App Designer Video*. [online] Available at: [https://au.mathworks.com/videos/adding-a-new-ui-element-to-a-matlab-app-with-app-designer-1509047047549.html?s\\_tid=srchtitle\\_videos\\_main\\_5\\_App%20Designer](https://au.mathworks.com/videos/adding-a-new-ui-element-to-a-matlab-app-with-app-designer-1509047047549.html?s_tid=srchtitle_videos_main_5_App%20Designer) [Accessed 6 Sep. 2023].
2. au.mathworks.com. (n.d.). *App Designer Overview Video*. [online] Available at: <https://au.mathworks.com/videos/app-designer-overview-1510748719083.html> [Accessed 6 Sep. 2023].
3. au.mathworks.com. (n.d.). *Building MATLAB Apps with App Designer Video*. [online] Available at: [https://au.mathworks.com/videos/matlab-and-simulink-robotics-arena-building-apps-with-matlab-and-app-designer-1513378634144.html?s\\_tid=vid\\_pers\\_recs](https://au.mathworks.com/videos/matlab-and-simulink-robotics-arena-building-apps-with-matlab-and-app-designer-1513378634144.html?s_tid=vid_pers_recs) [Accessed 6 Sep. 2023].
4. au.mathworks.com. (n.d.). *Cell Array, Table, Timetable, Struct, or Dictionary? Choosing a Container Type Video*. [online] Available at: [https://au.mathworks.com/videos/cell-array-table-timetable-struct-or-dictionary-choosing-a-container-type-1683356755755.html?s\\_tid=srchtitle\\_videos\\_main\\_8\\_dictionary](https://au.mathworks.com/videos/cell-array-table-timetable-struct-or-dictionary-choosing-a-container-type-1683356755755.html?s_tid=srchtitle_videos_main_8_dictionary) [Accessed 6 Sep. 2023].
5. au.mathworks.com. (n.d.). *How to Build a GUI in MATLAB using App Designer - Video*. [online] Available at: [https://au.mathworks.com/videos/gui-building-in-matlab-97169.html?s\\_tid=srchtitle\\_videos\\_main\\_10\\_App%2520Designer](https://au.mathworks.com/videos/gui-building-in-matlab-97169.html?s_tid=srchtitle_videos_main_10_App%2520Designer) [Accessed 6 Sep. 2023].
6. au.mathworks.com. (n.d.). *Introduction to Dictionaries in MATLAB Video*. [online] Available at: [https://au.mathworks.com/videos/introduction-to-dictionaries-in-matlab-1663800706532.html?s\\_tid=srchtitle\\_videos\\_main\\_2\\_dictionary](https://au.mathworks.com/videos/introduction-to-dictionaries-in-matlab-1663800706532.html?s_tid=srchtitle_videos_main_2_dictionary) [Accessed 6 Sep. 2023].
7. au.mathworks.com. (n.d.). *Pause on Error with MATLAB App Designer Video*. [online] Available at: [https://au.mathworks.com/videos/pause-on-error-with-matlab-app-designer-1664822531898.html?s\\_tid=srchtitle\\_videos\\_main\\_4\\_App%20Designer](https://au.mathworks.com/videos/pause-on-error-with-matlab-app-designer-1664822531898.html?s_tid=srchtitle_videos_main_4_App%20Designer) [Accessed 6 Sep. 2023].

## Appendix:

<h3>Project Self-Assessment</h3> <p><b>Initial Idea:</b> Arithmetic study with guests          * Other initial ideas included in repository          * Changed due to functionality issues</p> <p><b>Final Idea:</b> French learning application</p> <p><b>Progress 1:</b> Loading screen with a 'translator' button          ↳ English words could be translated to the 50 most common French words</p> <p><b>Progress 2:</b> Home screen added with a new 'start' button.          ↳ 'Translator' button moved</p> <p># initial ideas code &amp; files in repository</p>	<p>to the home screen</p> <p><b>Progress 3:</b> Added a new 'dictionary.txt' file containing significant amounts of translation.          ↳ Utilised MATLAB functions to read the text file &amp; subsequently greater translation was enabled.</p> <p><b>Progress 4:</b> Formulated a test animation for the loading screen &amp; changed text, background &amp; button colours to match French flag colours: </p> <p><b>Progress 5:</b> 'Study Music' feature added to the home screen with a runtime label showing runtime of the .wav file.          ↳ lot of music used due to my own love for it</p>	<p><b>Progress 6:</b> 'Exit' button &amp; additional labels such as, 'Developed by', 'Bienvenue!' &amp; volume slider added to let users toggle volume for study music.</p> <p><b>Progress 7:</b> 'Challenge' mode added initially mimicking the translation buttons functionality.</p> <p><b>Progress 8:</b> 'Challenge' mode changed to allow for streaks &amp; word guessing.          ↳ Levels feature added with different test files.          ↳ Level 1: 50 most common words          ↳ Level 2: Next 100 most common words          ↳ Level 3: 100 far harder words          ↳ 'Streaks' &amp; responses added to user guesses.          ↳ Levels increment when user gets 5 in a row also implemented.</p>
<h3>Rubric</h3> <p><b>Conceptual Coverage:</b></p> <ul style="list-style-type: none"> <li><b>Input/output:</b> <ul style="list-style-type: none"> <li>The application is essentially all input &amp; output</li> <li>Buttons, sliders &amp; text boxes (translate/challenge) functions all take user input &amp; produce output.</li> <li>The output is greatly dependent on the function</li> </ul> </li> <li><b>Loops:</b> <ul style="list-style-type: none"> <li>A combination of for loops were included.</li> <li>While loops weren't used primarily due to their issues with GUI.</li> <li>Blocking &amp; State management.</li> </ul> </li> </ul> <p>↳ for loops while loops</p>	<h3>Review</h3> <ul style="list-style-type: none"> <li>I initially had the idea to make an arithmetic quest game but due to drawbacks with functionality &amp; a desire to use MATLAB's appdesigner, I elected to develop something I would actually use.</li> <li>Incremental development was utilized as illustrated above</li> <li>30+ functions &amp; several more assets used</li> <li>Test cases ran with every progress in development</li> </ul>	<p><b>Progress 9:</b> 'Story' mode added with 3 graded readers:         <ul style="list-style-type: none"> <li>• Sherlock Holmes</li> <li>• Baker's Hall</li> <li>• Fixing the Nets</li> </ul> </p> <p><b>Progress 10:</b> 'Select your story' page added mimicking 'Select your level'.          ↳ Extra exit buttons added to streamline functionality.</p>
<ul style="list-style-type: none"> <li><b>Vectors/Matrices:</b> The primary vectors/matrices used within code for cell arrays, logical manipulating &amp; sorting string data. Often in the parsing made by the translation/challenge functions in the application.</li> <li>Matrices are also often used for position &amp; colour context. IE: [100, 100, 600, 400] for the Challenge UI.</li> <li>Cell arrays were also often used, ie for:             <ul style="list-style-type: none"> <li>• french words {}</li> <li>• english translations {}</li> </ul>             ↳ Appending to cell arrays was also executed:             <ul style="list-style-type: none"> <li>• frenchWords &amp; eng H3 = parts 815.</li> </ul> </li> </ul>	<ul style="list-style-type: none"> <li><b>Conditional Execution:</b> <ul style="list-style-type: none"> <li>↳ Switch, if, else &amp; else if</li> <li>Switch, if, else &amp; else if conditional statements were all used several times:                     <ul style="list-style-type: none"> <li>• Switch: Used for levels in challenge mode.</li> <li>• If &amp; else: Used several times for example:                             <ul style="list-style-type: none"> <li>• line 710-715 for exiting out of challenge</li> </ul> </li> <li>• If, else &amp; else if: story type, line 317-323.</li> </ul> </li> </ul> </li> <li><b>Functions:</b> <ul style="list-style-type: none"> <li>• 30+ functions made with their own files for each.</li> <li>• Vital to the application for UI creation, interacting &amp; navigation.</li> </ul> </li> </ul>	<p><b>Value Add:</b></p> <ul style="list-style-type: none"> <li><b>Functionality:</b> <ul style="list-style-type: none"> <li>• GUI &amp; appdesigner used to add substantial value with great performance &amp; execution</li> <li>• It can be used for any French learner such that they find value in all three main modes.</li> <li>• Test based animation &amp; sounds adhering to the app's core purpose also create perfectly</li> </ul> </li> <li><b>Extensions:</b> <ul style="list-style-type: none"> <li>• Multiple levels of challenge</li> <li>• Dynamic content loading</li> <li>• Streak &amp; error tracking with conditional level placement</li> <li>• Error handling, making the app more user friendly</li> </ul> </li> </ul>

Figure 2.1: Self-Assessment PDF taken throughout the development of the application. The document acted as a tool to evaluate the progress while crafting the application (progress notes are generalised to the time of writing).

**Comments & style:**

- Comments through the entire script
- Descriptive & useful comments added to aid understanding.

- Class is identified & used.
- Nested functions:
- 'checkGuess'
- Conditional checks
- tab file usage
- Cell arrays
- Timers
- Audio many can.

**Incremental Development**

- Various progress files were implemented as well as videos showing the apps development.

**Testing:**

- All of the functions have driver files with various scenarios.
- Each progress is also a testing stage.

## Self-Assessment

Project Rubric		Ratings					Pts
Criteria	40 Pts Excellent	30 Pts Substantial	20 Pts Pass	10 Pts Below Expectations	0 Pts Absent		Pts
<b>Conceptual coverage</b> Demonstrates correct use of MATLAB programming concepts	40 Pts Excellent All concepts covered mentioned in the practical are demonstrated and correct.	30 Pts Substantial Most concepts covered.	20 Pts Pass Covers "required" concepts: VIO, Loops, Vectors or 2D Arrays, and Conditional Execution	10 Pts Below Expectations Some, but not all required concepts covered	0 Pts Absent No key concepts covered		40 pts
<b>Value add</b> The amount of value that you added in your assignment. How much coding and conceptual effort is demonstrated by your code. Is the code that other sources contributed clear from your comments? Is the functionality of that code in the program hard to substantiate?	20 Pts Excellent Excellent functionality. Inventing code behaviour with substantial personal contribution. Demonstration of creativity in design of interaction with user and/or functionality. Expectation of at least 3 extensions beyond minimal functionality and evidence of self-initiated learning use of new MATLAB functions or techniques. Other's contributions (if and clearly delineated). Functional code length 250-400 lines of code showing modularity.	17 Pts Substantial Adds functionality beyond minimum requirements demonstrating thought about way of improving usability or user experience. Other's contributions (if and clearly delineated). Functional code length 150-250 lines of code showing modularity.	13 Pts Pass Implements the base functionality of the project (or meets the minimum requirements to see the project work).	4 Pts Below Expectations Incomplete project with partial functionality or unclear contribution to code (unable to explain parts of code claimed as work).	0 Pts Absent No or minimal functionality.		20 pts
<b>Incremental Development</b> Are there intermediate MATLAB and test files that indicate a clear path to development of the project?	25 Pts Excellent Substantial evidence of development through well-commented intermediate files embedding small increments of development. And, where appropriate, files implementing individual components of the solution.	11.25 Pts Substantial Evidence of development through commented intermediate files allowing small increments to development to be tested.	7.5 Pts Pass Some files indicating a path to development of the program.	3.75 Pts Below Expectations Minimal evidence of a path to development.	0 Pts Absent No evidence of a path to development.		15 pts

<b>Testing Strategy</b> Evidence of testing through test files and intermediate versions of MATLAB code.	<b>15 Pts Excellent</b> Evidence of careful stages of each stage of program development and testing of individual program components.	<b>11.25 Pts Substantial</b> Evidence of careful testing of multiple stages of program development.	<b>7.5 Pts Pass</b> Some evidence of careful testing of at least one stage of program development.	<b>3.75 Pts Below Expectations</b> Some test files.	<b>0 Pts Absent</b> No test files.	15 pts
<b>Comments and style</b> Consistent use of indentation. Comments and accurate use of variable names. Commenting throughout all versions of program.	<b>40 Pts Excellent</b> Code consistently exhibits all elements of good code style consistently through all versions.	<b>30 Pts Substantial</b> Code exhibits elements of good style for nearly all versions with only minimal lapses.	<b>20 Pts Pass</b> Code shows some elements of good style across all versions but inconsistent.	<b>10 Pts Below Expectations</b> Code addresses one or two style criteria but not others.	<b>0 Pts Absent</b> Poor or inconsistent code style or minimal coding.	10 pts