

Studying can be difficult, especially when it comes to memorization. To help alleviate this issue, my team and I for a computer science class designed a flash card website that turned studying into games. Working in an agile and version-controlled environment, we experienced sprint-like software development over the course of half a semester.

The website had the ability for students to create an account, create a study set, and for teachers to join and monitor their students sets and score. This was accomplished by combining a mySQL database with a Javascript front end with an application-protocol-interface (API) in-between. My focus was primarily on the Javascript functionality of the front end, as well as testing the front end javascript with unit tests using Jasmine.

Overall, the project was a hit, allowing us to take first place in the project rankings at the end of the semester. I learned a lot of industry level things while working on this project like unit testing, code reviews, git, and an agile working environment. I have taken these lessons learned and applied them to my future coursework as well as internships.