# PROGRAMMING:

1A Final Project (Robot C/C++):

For our 1A final project as part of a team of four students at University of Waterloo, we decided to build a Plotter. Our team was provided with a Lego kit to complete the project. We divided the plotter into two main parts. The first part was the tray that moved in “x” direction and the tool (pencil/pen) holder that moved in the “y” direction. We provided the user with two different choice of tools. The plotter was able to take .SVG file from a computer and plot it on a paper. It was also able to provide the user to have, “Live control”, meaning the user could use Joystick/controller to Plot anything they wanted.

Stacking Game (Java):

As a final project for my CS course, I made game in JAVA inspired by the game “stacked”. The game had multiple levels and as each level was completed, the game would get harder.

Tic-Tac Toe (Java):

As a project, I made a Tic-Tac Toe game in JAVA that allowed the user to play with another user or with the computer. It also had a cheat-code that allowed one of the users to win no matter what.

Website (HTML/CSS):

Self-taught HTML/CSS to make this website through a span of a couple weeks.

Arduino:

In my spare time, I did small side projects using Arduino. Some of them include:

* Allowing text to display and flow on an LCD screen.
* Controlling the speed of a fan through a Potentiometer (Controls the amount of current flowing through a circuit).

Fuel-Cell Car:

As part of a team of four members, we were given parts of a fuel cell car. Our task was to assemble the car together and use the fuel cells provided to run the car. The next task was to use sensors and program the car to follow a black line while avoiding obstacles in the way. We were able to complete the tasks given successfully.

# DESGINING/DEVELOPING:

3D Scanning System compatible with drone and vehicle:

3D Scanning System for narrow holes:

3D Puzzle: