

## CU Boulder Scheduler (Sexy Schedule)

### The Segfaults:

Max Banks

Yuriy Mikhailidi

Austin Park

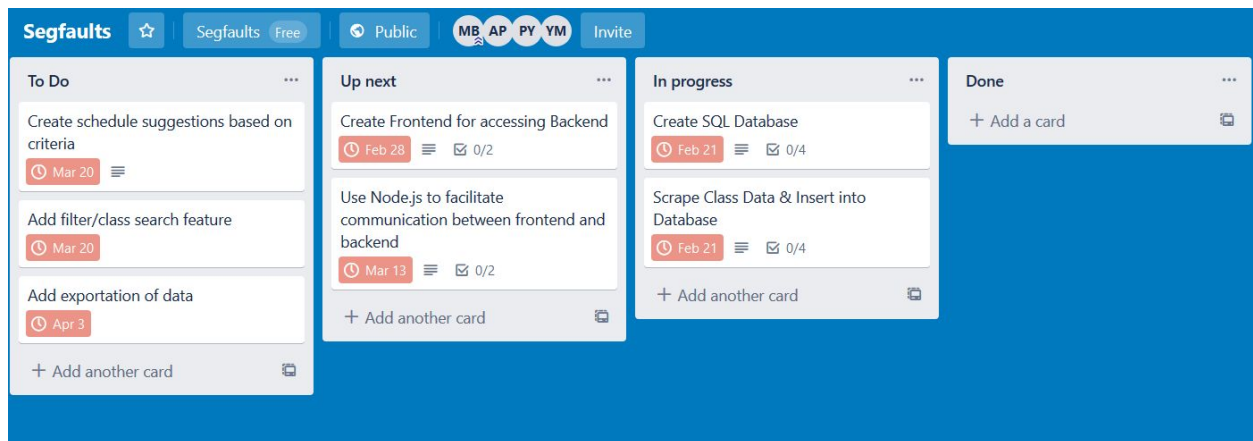
Yun-Ping Yang (Peter)

In this project we created a website that allowed us to build a schedule using the data given to us by CU. This project would allow you to create a search and look up certain classes that you would be interested in. You can restrict your searches to class IDs and class names. When you are building your schedule you have the option to choose how many classes you would like to choose. From an option from 1-10 classes. So for example if you were to choose 4 classes, then 4 slots would open up asking you for a class ID or class name. Once you input all your desired classes it will pull up all the classes you entered and display their info. The goal of this project was to allow students to create their schedule and search classes in all one handy location.

### Link to Trello:

Note: We attempted to use Trello, but quickly found it got in the way more than it helped. As a result, we abandoned it fairly quickly.

<https://trello.com/b/RTp2NjZi/segfaults>



### Link to Git Repository:

<https://github.com/peteryang1110/All-project-code-components-Segfaults-.git>

### Contributions:



Austin Park: The amount of commits is non. We worked on our code on a live share and I let my team members commit the changes to the frontend layer. Yuriy did a lot of the skeleton of the frontend and we all worked on the styling and the format of our schedule while Max did the backend along with Peter whom also did the middle layer.

Yuriy Mikhailidi: The amount of commits are lower than the rest of the team because I mostly worked on front end development of the page and the structure. Many changes in the page were small as the project moved on and many of them were not necessary to commit. I also made a mistake and lost some commits due to user error with the initial set up of the repository.

Max Banks: I had 7 commits, generally either updating database ERDs or updating database dump files/source files. Most of my work was done locally, testing different database configurations as well as parsing data before dumping it into a single file for execution and setup. The technologies I used were PostgreSQL (including PGDump) as well as a little node.js, and the feature I contributed was the database/backend for the project.

Peter: I had 94 commits, mostly I was just testing if the code is going to work on Heroku (since I encountered so many internal errors beforehand). I transformed the HTML files into EJS files and added some lines to make the websites work. I also did the server.js file in order to host on Heroku.

### Deployment:

<http://the-segfaulth.herokuapp.com/>