

CS5130 Term Project Guidelines

Summary: Through this term project, students work as a team to build a full-stack web application and apply various programming techniques learned from the class(es).

Proposal Guideline

- Each team proposes project idea to the instructor until the deadline.
- Each project idea needs to have a description about the app in detail
 1. WebApp Name:
 2. WebApp Description: (what it does, what problem does it solve, etc.)
 3. WebApp Functions & Pages:
 - List the functionalities the WebApp has (create To-Do list, delete, etc.)
 - List html, js, and php files that are needed to run this WebApp
 - ex) index.html: this shows a landing page that has a login menu and explains the service this WebApp provides
 - ex) pdo.php: this contains authentication information to the database.
 - ex) xxx.js: this file handles images and color of the frontend
 4. Contribution: Explain roles each student does (stu#1: xx & xy files, stu#2: SQL, php, etc.)

Project Guideline

1. **Basic Requirement:** Each team should have HTML/JavaScript/jQuery/PHP/MySQL elements
 - HTML/CSS: CSS can be copied from somewhere (leave a note from where you copied the CSS file)
 - JavaScript: Frontend result without much of JavaScript will not get a good point
 - jQuery: should be used at least 2 times (log-in menu id validation, etc.)
 - PHP: pdo.php, \$_GET, \$_POST, \$_SESSION, \$_COOKIE
 - MySQL: all CRUD operations are needed
 - Use at least 2 tables (user login information table / product or data table)
2. **Required functions:** Each project should have these functionalities
 - Login / Logout
 - Basic securities (HTML/SQL injection)
3. **Examples:** Each project should have clear task or objective to solve. Examples will be;
 - Meeting sign-up WebApp (Apps like Zoho meeting, GoTo meeting, etc.)
 - After log-in, user can schedule a meeting with the instructor (or You)
 - Pre-scheduled meeting schedule is shown for the user.
 - When there is new meeting scheduled, it is added to the meeting schedule database.
 - Student profile management WebApp
 - After log-in, user can create new student profiles
 - Student profiles have name (First/Last), student ID, email address, etc.
 - When Student profile is made, it needs to be visualized
 - Full version Fedex tracking WebApp
 - After log-in, user can track the package.
 - Each user has multiple tracking IDs, and each user has a delivery address
 - Each package has a delivery status (In Transit / Delivered, etc.)
 - Package info can be sent through email, etc.
 - To-Do list WebApp
 - After log-in, user can add, delete, or update a To-Do list.

- Each To-Do list is stored, retrieved, and visualized.
 - Warrensburg-MIC Bus schedule WebApp
 - After log-in, user can see today's bus schedule
 - Admin can modify bus schedule
 - If a normal user logs in, they cannot modify the schedule
 - Check out thousands of WebApps, and try to mimic the functions using languages you learned
 - User-ID generation WebApp: automatically generates cool user ID for users
 - Info-Desk ticketing WebApp: creates task to be done, delete, comments, etc.
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4. **Submission:** When submitting the final result, you need to submit;
- All the files including database configuration SQL code (txt file that looks like database.txt from Assignment #2).
5. **Heads-up**
- Multiple teams could have same topics. But codes should be completely different especially in the way it handles DB or creating frontend.
 - It takes multiple weeks to create well-made WebApp. So begin early, slowly add functions, and finish way before the deadline. If I find the same function from both side of the team, both teams will get penalty.

Presentation Guideline

1. **Time:** You'll have 5min total for the presentation
 - Presentation schedule will be announced later
2. **Process:** Please follow these procedures
 - **Slide:** Use slides to show title & description quickly (2min)
 - **Title – Description of what it does**
 - **WebApp:** Then show how the WebApp works (2min)
 - **Q&A:** instructor will ask a specific part about the code, and you should be able to explain how or why you coded in a certain way (1min)