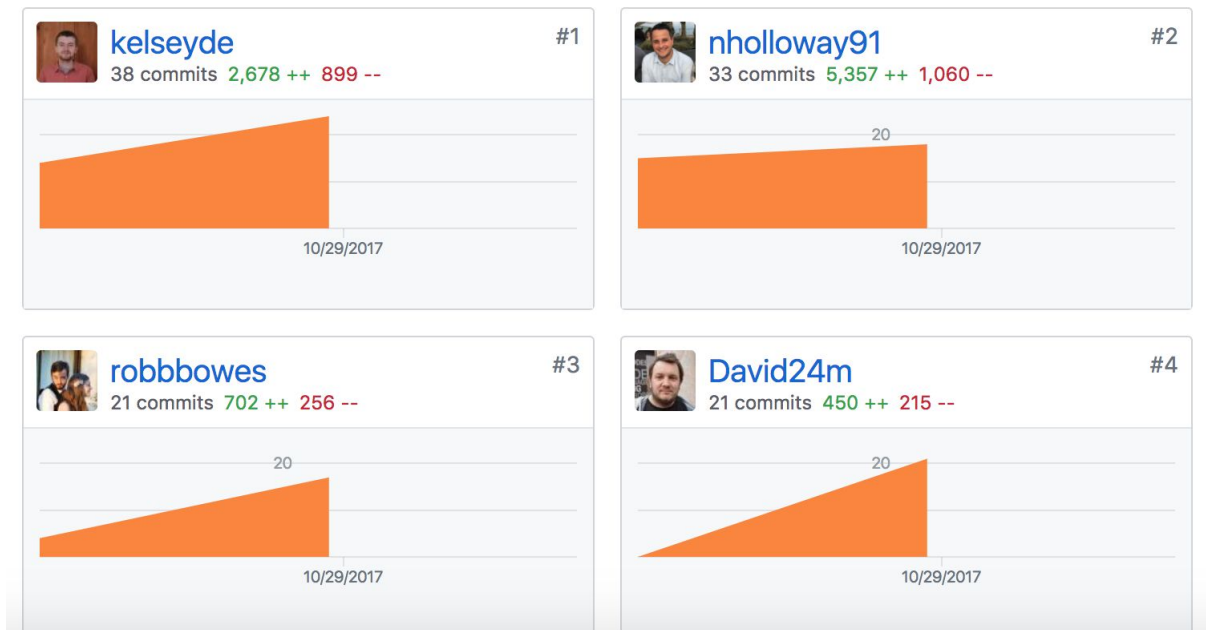


P 1



P 2

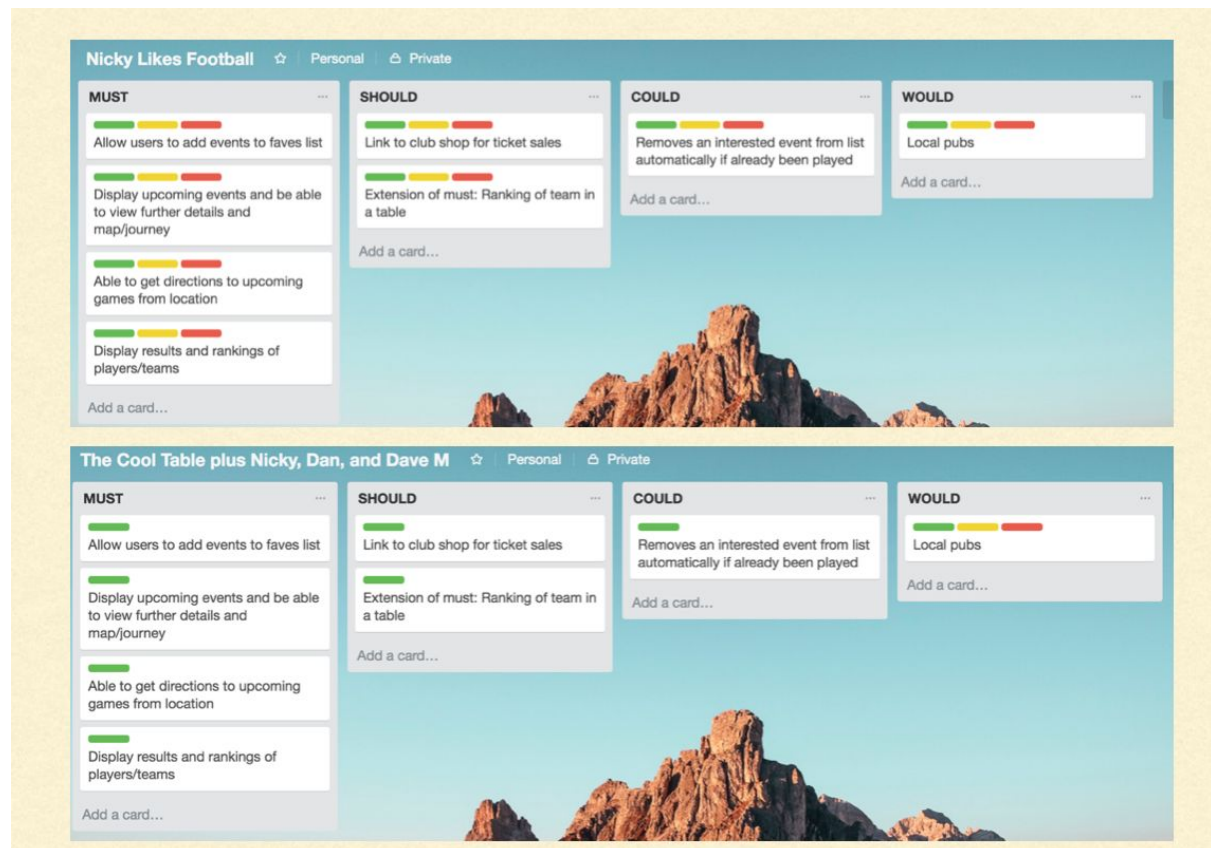
■ **SPORTS DASHBOARD**

- Sports fans want to be able to view relevant sporting events on a dashboard. With a sport of your choice, use an existing API or create a new API to display information about fixtures, news and travel information for events.
- MVP: 1) Display upcoming events on a map 2) Display results and ranking of players/teams 3) Allow users to add events to a favourites list

■ **ROUTE PLANNER**

- Visit Scotland are looking for ways to encourage people to walk and cycle. Your task is to create an app that allows users to search for cycling and hiking routes, view routes on a map, save routes to a wish list and mark a route done.
- MVP: 1) Select start and finish locations for their route 2) Save routes to a wish list 3) Mark completed routes as 'done'

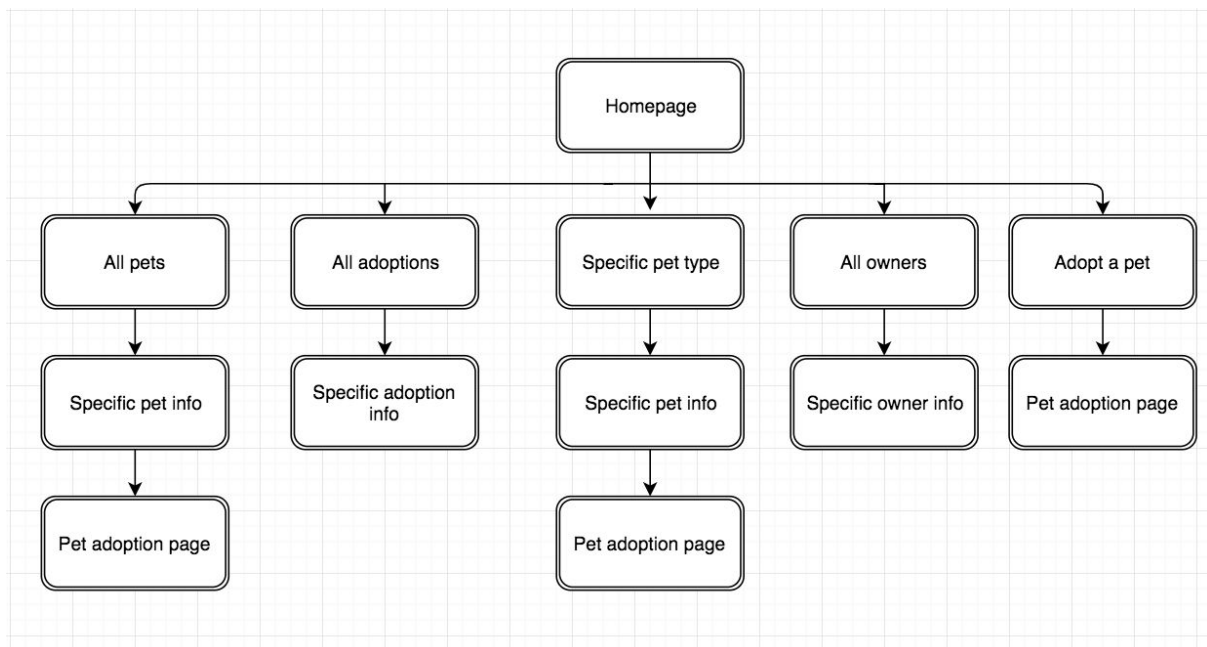
P3



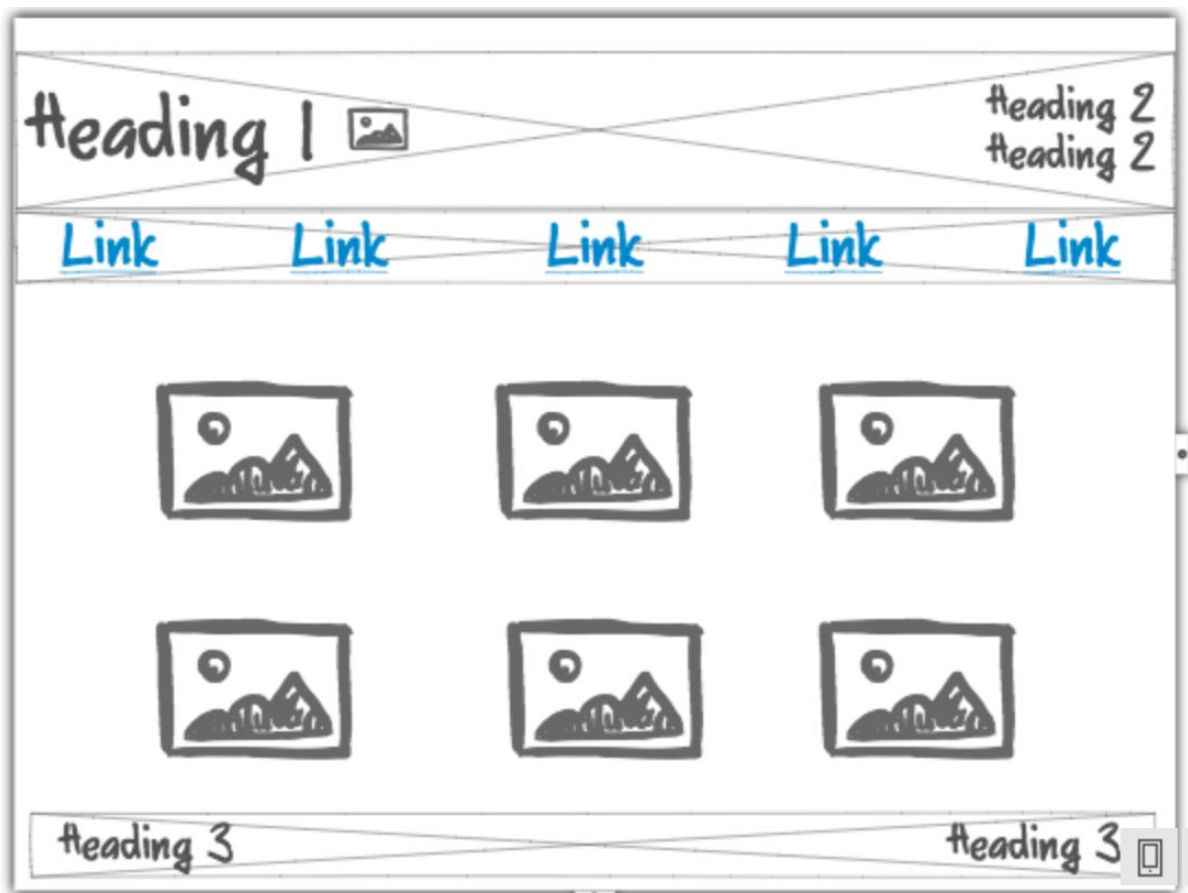
P - P4

Acceptance Criteria	Expected Result / Output	Pass / Fail
Users can see all upcoming away matches	Select drop down menu and selecting their team populates the away fixtures	Pass
Users can favourite games that they wish to add to favourites	Clicking the star icon on the away fixtures and/or the individual fixture page will add the fixture to a list of favourite fixtures	Pass
Users can get directions from their current location to the game they wish to attend	Clicking the get directions button on the away fixtures page will take the user to a page which shows directions using google maps	Pass
Users can be directed to a website in order to purchase tickets for the away fixture	Clicking the buy tickets button will take the user to the ticket ordering page of the club	Pass
Users can choose to drive, use public transport, or walk to the fixture	Choosing a different option on the select drop down menu will regenerate instructions on how to get to the fixture	Pass
Users have a custom banner at the top of the page	Choosing a team from the select drop down will programmatically change the CSS styling of the top banner and the team crest	Pass

P P5



P P6



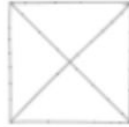
Heading 1

Heading 2

Heading 3

Heading 3

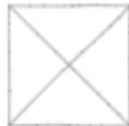
Heading 3



Animal Type



Animal Type



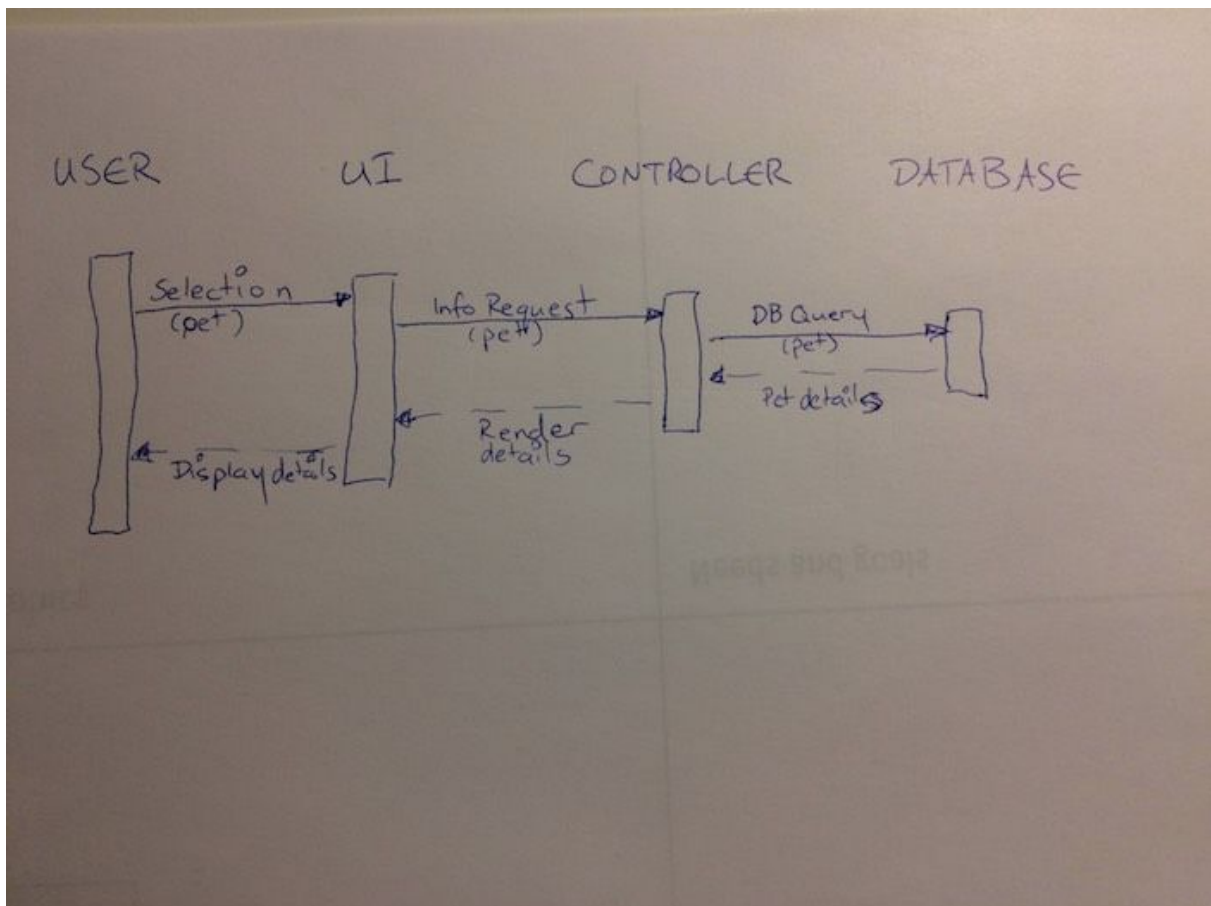
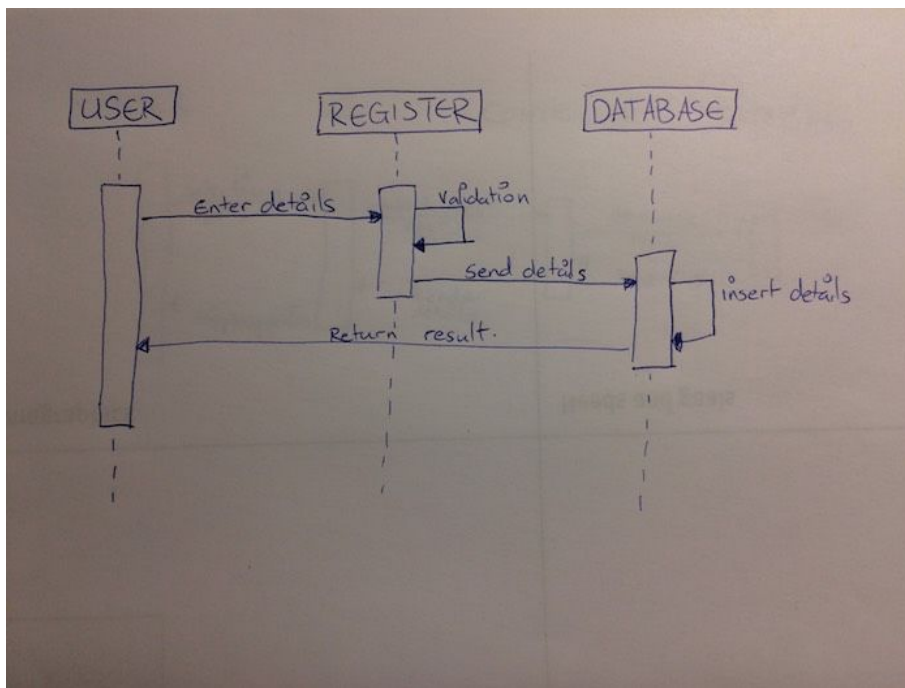
Animal Type



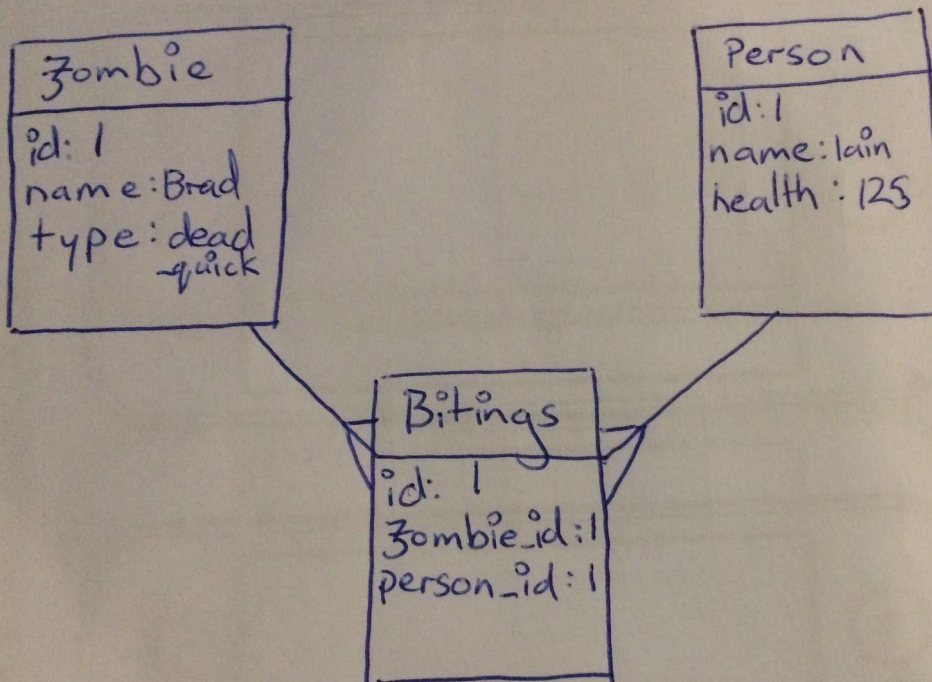
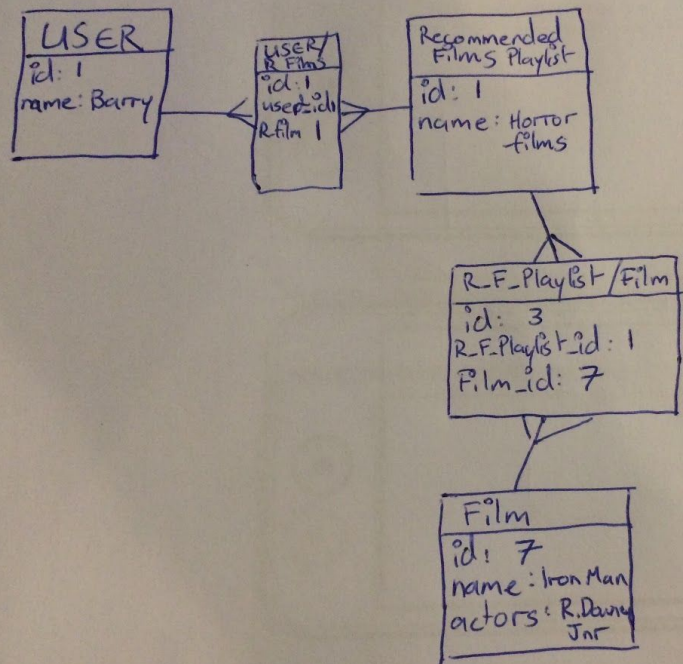
Animal Type

Heading 2

P7



P8



```

int getHandWorth() {
    HashMap<Value, Integer> values = new HashMap<>();
    values.put(Value.TWO, 2);
    values.put(Value.THREE, 3);
    values.put(Value.FOUR, 4);
    values.put(Value.FIVE, 5);
    values.put(Value.SIX, 6);
    values.put(Value.SEVEN, 7);
    values.put(Value.EIGHT, 8);
    values.put(Value.NINE, 9);
    values.put(Value.TEN, 10);
    values.put(Value.JACK, 10);
    values.put(Value.QUEEN, 10);
    values.put(Value.KING, 10);
    values.put(Value.ACE, 1);

    int handWorth = 0;
    boolean aceCounter = false;

    for (Card card : hand) {
        if (card.getValue() == Value.ACE) {
            aceCounter = true;
        }
        handWorth += values.get(card.getValue());
    }
    if (aceCounter && ((handWorth + 10) < 22) ) {
        return handWorth + 10;
    } else {
        return handWorth;
    }
}

```

I wrote this algorithm in order to work out the value of a player's hand. A hash was created with the card key/value pairs, then a handWorth variable was created and set as 0.

For each card in a players hand the handWorth was incremented by the value of the card. If the hand contained an Ace the aceCounter boolean would be marked as true in order to accommodate the fact that an Ace could be both high and low.

```

public String decideWinnerString() {
    dealerWhileUnder17();
    player.isBust();
    dealerPlayer.isBust();
    playerBlackjack();
    dealerBlackjack();
    if ( player.isBlackjack() && ( !dealerPlayer.isBlackjack() ) ) {
        player.setWinner(true);
        return "BLACKJACK!";
    }
    else if( ( player.getHandWorth() > dealerPlayer.getHandWorth() ) && !player.isBust() ) {
        player.setWinner(true);
        return "You win!";
    }
    else if( !player.isBust() && dealerPlayer.isBust() ) {
        player.setWinner(true);
        return "You win! The dealer is bust!";
    }
    else if( player.isBust() && dealerPlayer.isBust() ) {
        return "Nobody won this time around!";
    }
    else {
        dealerPlayer.setWinner(true);
        return "The dealer won!";
    }
}

```

This algorithm was written in order to decide the winner of the game of Blackjack depending on the hand that the player and dealer both have in there hand at the start of either of their turns.

It checks to see whether the dealer's hand is with at least 17, if not they must take another card.

It then checks to see whether either the player or the dealer is bust depending the value of their hand, before checking whether either of them have blackjack.

It then sets the player or dealer as the winner and returns a string informing the player of the result of the game.

P10

```
66
67 def pets()
68     # I want to select all pets from the pets table
69     # Inner join on by using adoption id
70     # return the details and map them to the pet class
71     sql = "SELECT pets.*
72     FROM pets
73     INNER JOIN adoptions
74     ON adoptions.pet_id = pets.id
75     WHERE owner_id = $1"
76     values = [@id]
77     pet_data = SqlRunner.run(sql, values)
78     return pet_data.map { |pet| Pet.new(pet)}
79 end
```

P 11

https://github.com/robbowes/Java_Android_Blackjack

Vanilla Java + Android Blackjack Interactive Card Game Application

Edit

Add topics

28 commits

1 branch

0 releases

1 contributor

Branch: master












New pull request

Create new file

Upload files

Find file

Clone or download

 robbowes	Create README.md	Latest commit 186c941 12 days ago
 .idea	All tests working, before moving stuff to dealer	a month ago
 app	Pre-feedback commit	a month ago
 gradle/wrapper	First commit	a month ago
 .gitignore	First commit	a month ago
 README.md	Create README.md	12 days ago
 build.gradle	First commit	a month ago
 gradle.properties	First commit	a month ago
 gradlew	First commit	a month ago
 gradlew.bat	First commit	a month ago
 settings.gradle	First commit	a month ago

P12

To Do

Ex: Have separate pages for animals ready for adoption and ones still in training/vet care.

edit users button

Ex: CRUD actions for animals/owners.

don't have animal come up if already adopted

edit adoptions button

Doing

Add a card...

Done

Add a card...

To Do

Ex: Have separate pages for animals ready for adoption and ones still in training/vet care.

edit users button

don't have animal come up if already adopted

edit adoptions button

Ex: Any other ideas you might come up with.

Doing

Ex: CRUD actions for animals/owners.

Mark an animal as being adoptable/not adoptable.

A list of all their animals and their admission date.

Add a card...

Done

Add a card...

To Do

Ex: Have separate pages for animals ready for adoption and ones still in training/vet care.

edit users button

don't have animal come up if already adopted

edit adoptions button

Doing

List all the owners and their adopted animals.

Ex: Search for animals by breed/type.

Add a card...

Done


Ex: CRUD actions for animals/owners.

Mark an animal as being adoptable/not adoptable.

A list of all their animals and their admission date.

Add a card...

P13

<u>All owners</u>	<u>Register an owner</u>
<p>First name: <input type="text" value="Simon"/></p> <p>Surname: <input type="text" value="Anger"/></p> <p>Address: <input type="text" value="1 Streety Road"/></p> <p>Address: <input type="text" value="Leith"/></p> <p>Town: <input type="text" value="Embrea"/></p> <p>Picture: <input type="text" value="simon_anger.jpg"/></p> <p><input type="button" value="Register"/></p>	 <p>© 2017 Jurassic Bark Animal Shelter</p> <p>Town: Embrea</p> <p>Edit owner?</p>

P14

Name: Dean Anderson | Animal type: other
Dean Anderson has been with us since: 2017-08-22



Dean Anderson is currently up for adoption!

[Edit Dean Anderson](#)

More [others](#)

Edit Dean Anderson (188)

Name:

Type:

Admission date:

Adoptable:

Picture:

Name: Dean Anderson Edited | Animal type: other

Dean Anderson Edited has been with us since: 2017-08-22



Dean Anderson Edited is currently up for adoption!

[Edit Dean Anderson Edited](#)

More [others](#)

All owners	Register an owner	All our pets	Re
----------------------------	-----------------------------------	------------------------------	--------------------

Here is a list of all our successful adoptions

© 2017 Jurassic Bark Animal Shelter
Scottish Charity No. SC 12345

All owners	Register an
----------------------------	-----------------------------

To adopt a pet please [register](#) first.

Owner:

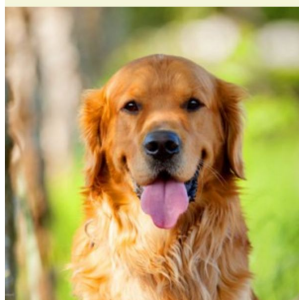
Pet:

© 2017 Jurassic Bark Animal Shelter
Scottish Charity No. SC 12345

All owners	Register an owner	All our pets	E
----------------------------	-----------------------------------	------------------------------	-------------------

Here is a list of all our successful adoptions

Douglas McKenzie has found a lovely home with [Simon Anger](#)!



Delete adoption?

P16

```
<head>
  <title>Harry Potter Characters!</title>
  <script src='index.js'></script>
  <link rel='stylesheet' type='text/css' href='main.css'>
```

```
var renderCharacters = function(charactersthing){
  var ulTag = document.querySelector("#character-list")
  charactersting.forEach(function(character){
    ulTag.appendChild(createLiTags(character));
  })
}

var url = "http://hp-api.herokuapp.com/api/characters";
var request = new XMLHttpRequest();
request.open("GET", url);
request.addEventListener("load", function(){
  if (this.status === 200) {
    var characters = JSON.parse(this.responseText);
    renderCharacters(characters);
  }
})
request.send();
```

- Harry Potter
- Hermione Granger
- Ron Weasley
- Draco Malfoy
- Minerva McGonagall
- Cedric Diggory
- Cho Chang
- Severus Snape
- Rubeus Hagrid
- Neville Longbottom
- Luna Lovegood
- Ginny Weasley
- Sirius Black
- Remus Lupin
- Arthur Weasley
- Bellatrix Lestrange
- Lord Voldemort
- Horace Slughorn
- Kingsley Shacklebolt
- Dolores Umbridge
- Lucius Malfoy
- Vincent Crabbe
- Gregory Goyle
- Mrs Norris
- Argus Filch

P17

User can select their favourite team from drop down menu			Passed
User can add away games to their favourite fixtures	Failed	Away fixtures persisted in local storage	Passed
Users can decide to change their method of getting to the fixture	Failed	New request to directions api with updated method of transport	Passed
User can buy get a link to website in order to buy tickets for the fixture	Failed	Add the opposing teams' ticket office url in local mongodb and draw website address from there	Passed
Users favourite club influences website design	Failed	Programmatically change the CSS styling according to the selected club by assigning a class to the main header and club crest divs	Passed

P18

```
public class SaamonDesuTest {

    @Test
    public void testCanRoar(){
        SaamonDesu saamondesu = new SaamonDesu("Sammy", 300, 25);
        assertEquals( "Roars in salmon!", saamondesu.roar() );
    }

    @Test
    public void testHasHealth(){
        SaamonDesu saamondesu = new SaamonDesu("Sammy", 300, 25);
        assertEquals( 300, saamondesu.getHealthValue() );
    }
}
```

6 tests done: 1 failed - 51ms

"/Applications/Android Studio.app/Contents/jre/jdk/Contents/Home/bin/java" ...

junit.framework.ComparisonFailure:
Expected :Roars in salmon!
Actual :Roars in salmon!!
[<Click to see difference>](#)

```
public class SaamonDesuTest {

    @Test
    public void testCanRoar(){
        SaamonDesu saamondesu = new SaamonDesu("Sammy", 300, 25);
        assertEquals( "Roars in salmon!!", saamondesu.roar() );
    }
}
```

All 6 tests passed - 9ms

"/Applications/Android Studio.app/Contents/jre/jdk/Contents/Home/bin/java" ...

Process finished with exit code 0