Flash Card Generator

Team Members:

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Project:

We are creating a system to convert typed notes to flash cards. The issue with current flash card generators is that they are all web-based and require users to navigate through tedious steps just to create a simple flash card. These typically require using a GUI to click and enter the cards one by one, which is counter intuitive. Our project will allow users to open up a basic text editor and type in their school notes as usual. They will then use certain indicators (such as "?" at the beginning of a line) to specify what portion of the notes will go onto the front of the flash card and what will become the answer on the back. Our program will then generate an interactive GUI where the user can test themselves on all the flashcards. The GUI will simply allow users to switch between the flash cards and flip between the question and the answer. If time allows we will also implement a feature where users can print their flash cards in an easy to use manner. We plan to implement this in several languages to incorporate the "comparative" aspect of this course. This program will be split up into two portions. We plan to parse the text document and get the data using Haskell. In Python we will then use this data to create the GUI. If this doesn't prove to be too time consuming, we will switch the languages so Python does the parsing and Haskell does the GUI generation.

Time Estimation:

-	Note system designation:	2 hours
-	Learning Haskell IO:	2 hours
-	Parsing text in Haskell:	3 hours
-	Learn Haskell interface python library:	4 hours
-	Basic Intro Python:	3 hours
-	Learn Python GUI:	6 hours
-	Create Python GUI:	4 hours
-	Work on presentation:	2 hours
-	Final project paper:	3 hours

If time allows:

-	Parse text using python:	2 hours
-	Python IO:	1 hour
-	Learn Haskell GUI:	6 hours
-	Create Haskell GUI:	10 hours

Basic Timeline:

1st week: Solidify how we want flash cards to be indicated in notes and begin Haskell IO.

2nd week: Begin Python interpretation of data from Haskell.

3rd week: Work on Python GUI.

4th week: Finish Python GUI.

5th week: Work on presentation and final report.

Risks:

The biggest risk is that we may not be able to easily make the data from Haskell accessible to Python. No one on the team has any experience with this but we hope this will not be a complication. If worse comes to worse we could just do the project in Haskell and again separately in Python. Another risk is the fact that two of our team members have never used Python before. This could lead to more time needed to compensate for the learning curve.