Estimate of person-hours for completing Project 2

Points Value: 1 (30 Minutes)

Class: EECS 169   Project: Find the hypotenuse of a triangle

Class: EECS 169   Project: Calculate and display quadratic roots

Class: EECS 169   Project: Convert the temperature given by the user from Fahrenheit to Celsius

Points Value: 2 (3 Hours)

Class: EECS 169   Project: Find the sum, average, largest number, and smallest number of the
number provided by the user.

Class: EECS 169   Project: Searching a data file for the given string.

Class: EECS 169   Project: Find the ASCII value of a character provided by the user

Class: EECS 169   Project: To print looped patterns requested by the user.

Points Value: 3 (6 Hours)

Class: EECS 169   Project: After placing an order at a taco shop, the program calculates cost, tax,
discounts, etc.

Class: EECS 169   Project: Find the longest or shortest word in an array built by the user including
the size of the array as well as words that are filled in that array.

Class: EECS 169   Project: Find properties of a number, if it is palindromic, prime, etc.

Points Value: 5 (7 Hours)

Class: EECS 169   Project: Find sizes of two circles based on the (x,y) position given by the user, find
whether they intersect, and if yes then how many times. Find the
circumference and diameter of the circles as well.

Class: EECS 268   Project: Manipulate an array of games.

Class: EECS 268   Project: Manipulate array and properties of shapes

Points Value: 8 (15 Hours)

Class: EECS 268   Project: Maze Walker program

Class: EECS 288   Project: BST for Pokedex

Class: EECS 268   Project: CPU Scheduling program

Points Value: 13 (30 Hours)

Class: EECS 448   Project: Battleship Project 1

Class: EECS 448   Project: Battleship Project 2

Points Value: 21 (36 Hours)

Class: EECS 448   Project: Battleship Project 3/4

Based on the ranking scale we chose, we didn't have any projects that we've done for EECS classes that fit into the 13-point value other than projects 1 and 2. We assume that project 2 will be roughly the same length as project 1 based on the story pools so far, as well as breaking it down into parts makes it similar in scope to project 1.