Christian Davidson

Senior Design Assignment #3
Bearcat Pantry

To me, the Bearcat Pantry project is about two things: growth and community. From my standpoint as a student in the computer science program, there's a ton of opportunity to learn new things about software development. One of the requested features is a website, which means interface and web design will be required skills. Another feature is an app, something else which will require a skill set to be developed so that the appropriate code can be implemented. But above all of that, one of the most exciting things about this project is its potential to aid the student community. As a student of the University of Cincinnati, not just of computer science, the idea that my work might actually see use from a group within the university trying to make life better for a group of underprivileged students is something exciting in its own right.

As far as how the college curriculum will benefit my project, there's several examples. One of these is the User Interface 1 (CS 5167) class I took a few semesters ago. The work done in this class has provided me with a basic understanding of good interface design, something that will be incredibly important if actual students will be using the software we design someday. Another example is Software Engineering (EECE 3093). Software Engineering will help guide the processes we go through in order to design and implement our project, as well as the documentation we create, in order to make sure the project runs smoothly and efficiently. Lastly, Android Development (IT 1046) will supply me with a basic knowledge of Android app development should we wind up actually creating an app as part of the project.

Moving on, my co-op experience will also benefit the project in multiple ways. Some of the ways these experiences will assist my work is in the area of soft skills. On all of my co-ops, both at Siemens PLM and Rockwell automation, I attended various meetings for project updates, demos, and progress reporting. This will all be necessary for our project which is being overseen in some part by a board constructed to guide the work we do. Of course, technical skills developed are also important. At Siemens PLM, during one semester I was tasked with creating a web interface and server to communicate with each other. Learning how to do this will give me a starting point for the web work required for our project.

All in all, I'm really excited to start making headway with this project. As mentioned before, the idea of a project that is both beneficial to me as well as the school, on top of being a project that is expected to *actually see use one day*, is a huge motivation boost. Not only that, but being able to work on such a project with people I know and can trust will work as hard as I am, that is a one of a kind experience I am glad I will be a part of. Going even further, a well done senior design project is something that will look great to prospective employers. Though it may be a required project in the end, it's one I'm looking towards with high hopes.

As far as our preliminary approach, we know what's expected of us and plan to go from there. An app and a website, which can be used by Bearcat Pantry for inventory or relevant students for checking out what goods are available, and a server to house an inventory database. As such, our expected results at this point are a website, an android app, and a server for the database and website. Our goals might shift somewhat as expectations/deadlines are decided, but those are what we are ultimately shooting for. As far as evaluating our

contributions, we'll know we're done when we're told our done for the most part. As long as we keep features realistic and don't let our requirements balloon, the board overseeing the project should have a good idea on what is needed from us. As such, we'll know we've done a good job if they decided to actually use our work to run their program, something I personally would love to see happen.