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Project Name	Project Description	Category	Link to Project Description	Link to Project Solution
100 doors		.	<a href="#">Click Here</a>	<a href="#">Click Here</a>
24 game			<a href="#">Click Here</a>	<a href="#">Click Here</a>
24 game/Solve			<a href="#">Click Here</a>	<a href="#">Click Here</a>
9 billion names of God the integer			<a href="#">Click Here</a>	<a href="#">Click Here</a>
99 Bottles of Beer			<a href="#">Click Here</a>	<a href="#">Click Here</a>
A+B			<a href="#">Click Here</a>	<a href="#">Click Here</a>
ABC Problem			<a href="#">Click Here</a>	<a href="#">Click Here</a>
Abstract type			<a href="#">Click Here</a>	<a href="#">Click Here</a>
Abundant, deficient and perfect number			<a href="#">Click Here</a>	<a href="#">Click Here</a>
Accumulator factory			<a href="#">Click Here</a>	<a href="#">Click Here</a>
Ackermann function			<a href="#">Click Here</a>	<a href="#">Click Here</a>
Active Directory/Connect			<a href="#">Click Here</a>	<a href="#">Click Here</a>
Active Directory/Search for a user			<a href="#">Click Here</a>	<a href="#">Click Here</a>
Active object			<a href="#">Click Here</a>	<a href="#">Click Here</a>
Add a variable to a class instance at runtime			<a href="#">Click Here</a>	<a href="#">Click Here</a>
Address of a variable			<a href="#">Click Here</a>	<a href="#">Click Here</a>
AKS test for primes			<a href="#">Click Here</a>	<a href="#">Click Here</a>
Align columns			<a href="#">Click Here</a>	<a href="#">Click Here</a>
Aliquot sequence classifications			<a href="#">Click Here</a>	<a href="#">Click Here</a>
Almost prime			<a href="#">Click Here</a>	<a href="#">Click Here</a>
Amb			<a href="#">Click Here</a>	<a href="#">Click Here</a>
Amicable pairs			<a href="#">Click Here</a>	<a href="#">Click Here</a>
Anagrams			<a href="#">Click Here</a>	<a href="#">Click Here</a>
Anagrams/Deranged anagrams			<a href="#">Click Here</a>	<a href="#">Click Here</a>
Animate a pendulum			<a href="#">Click Here</a>	<a href="#">Click Here</a>
Animation			<a href="#">Click Here</a>	<a href="#">Click Here</a>
Anonymous recursion			<a href="#">Click Here</a>	<a href="#">Click Here</a>
Append a record to the end of a text file			<a href="#">Click Here</a>	<a href="#">Click Here</a>
Apply a callback to an array			<a href="#">Click Here</a>	<a href="#">Click Here</a>
Arbitrary-precision integers (included)			<a href="#">Click Here</a>	<a href="#">Click Here</a>
Arena storage pool			<a href="#">Click Here</a>	<a href="#">Click Here</a>
Arithmetic evaluation			<a href="#">Click Here</a>	<a href="#">Click Here</a>
Arithmetic-geometric mean			<a href="#">Click Here</a>	<a href="#">Click Here</a>
Arithmetic-geometric mean/Calculate Pi			<a href="#">Click Here</a>	<a href="#">Click Here</a>
Arithmetic/Complex			<a href="#">Click Here</a>	<a href="#">Click Here</a>
Arithmetic/Integer			<a href="#">Click Here</a>	<a href="#">Click Here</a>

Project Name	Project Description	Category	Link to Project Description	Link to Project Solution
Arithmetic/Rational			<a href="#">Click Here</a>	<a href="#">Click Here</a>
Array concatenation			<a href="#">Click Here</a>	<a href="#">Click Here</a>
Array length			<a href="#">Click Here</a>	<a href="#">Click Here</a>
Arrays			<a href="#">Click Here</a>	<a href="#">Click Here</a>
Assertions			<a href="#">Click Here</a>	<a href="#">Click Here</a>
Associative array/Creation			<a href="#">Click Here</a>	<a href="#">Click Here</a>
Associative array/Iteration			<a href="#">Click Here</a>	<a href="#">Click Here</a>
Atomic updates			<a href="#">Click Here</a>	<a href="#">Click Here</a>
Average loop length			<a href="#">Click Here</a>	<a href="#">Click Here</a>
Averages/Arithmetic mean			<a href="#">Click Here</a>	<a href="#">Click Here</a>
Averages/Mean angle			<a href="#">Click Here</a>	<a href="#">Click Here</a>
Averages/Mean time of day			<a href="#">Click Here</a>	<a href="#">Click Here</a>
Averages/Median			<a href="#">Click Here</a>	<a href="#">Click Here</a>
Averages/Mode			<a href="#">Click Here</a>	<a href="#">Click Here</a>
Averages/Pythagorean means			<a href="#">Click Here</a>	<a href="#">Click Here</a>
Averages/Root mean square			<a href="#">Click Here</a>	<a href="#">Click Here</a>
Averages/Simple moving average			<a href="#">Click Here</a>	<a href="#">Click Here</a>
AVL tree			<a href="#">Click Here</a>	<a href="#">Click Here</a>
Balanced brackets			<a href="#">Click Here</a>	<a href="#">Click Here</a>
Balanced ternary			<a href="#">Click Here</a>	<a href="#">Click Here</a>
Benford's law			<a href="#">Click Here</a>	<a href="#">Click Here</a>
Bernoulli numbers			<a href="#">Click Here</a>	<a href="#">Click Here</a>
Best shuffle			<a href="#">Click Here</a>	<a href="#">Click Here</a>
Binary digits			<a href="#">Click Here</a>	<a href="#">Click Here</a>
Binary search			<a href="#">Click Here</a>	<a href="#">Click Here</a>
Binary strings			<a href="#">Click Here</a>	<a href="#">Click Here</a>
Bitcoin/address validation			<a href="#">Click Here</a>	<a href="#">Click Here</a>
Bitcoin/public point to address			<a href="#">Click Here</a>	<a href="#">Click Here</a>
Bitmap			<a href="#">Click Here</a>	<a href="#">Click Here</a>
Bitmap/Bresenham's line algorithm			<a href="#">Click Here</a>	<a href="#">Click Here</a>
Bitmap/Flood fill			<a href="#">Click Here</a>	<a href="#">Click Here</a>
Bitmap/Histogram			<a href="#">Click Here</a>	<a href="#">Click Here</a>
Bitmap/Midpoint circle algorithm			<a href="#">Click Here</a>	<a href="#">Click Here</a>
Bitmap/PPM conversion through a pipe			<a href="#">Click Here</a>	<a href="#">Click Here</a>
Bitmap/Read a PPM file			<a href="#">Click Here</a>	<a href="#">Click Here</a>
Bitmap/Read an image through a pipe			<a href="#">Click Here</a>	<a href="#">Click Here</a>
Bitmap/Write a PPM file			<a href="#">Click Here</a>	<a href="#">Click Here</a>

Project Name	Project Description	Category	Link to Project Description	Link to Project Solution
Bitwise IO			<a href="#">Click Here</a>	<a href="#">Click Here</a>
Bitwise operations			<a href="#">Click Here</a>	<a href="#">Click Here</a>
Boolean values			<a href="#">Click Here</a>	<a href="#">Click Here</a>
Box the compass			<a href="#">Click Here</a>	<a href="#">Click Here</a>
Brace expansion			<a href="#">Click Here</a>	<a href="#">Click Here</a>
Break OO privacy			<a href="#">Click Here</a>	<a href="#">Click Here</a>
Brownian tree			<a href="#">Click Here</a>	<a href="#">Click Here</a>
Bulls and cows			<a href="#">Click Here</a>	<a href="#">Click Here</a>
Bulls and cows/Player			<a href="#">Click Here</a>	<a href="#">Click Here</a>
Caesar cipher			<a href="#">Click Here</a>	<a href="#">Click Here</a>
Calendar			<a href="#">Click Here</a>	<a href="#">Click Here</a>
Calendar - for "REAL" programmers			<a href="#">Click Here</a>	<a href="#">Click Here</a>
Call a foreign-language function			<a href="#">Click Here</a>	<a href="#">Click Here</a>
Call a function			<a href="#">Click Here</a>	<a href="#">Click Here</a>
Call a function in a shared library			<a href="#">Click Here</a>	<a href="#">Click Here</a>
Call an object method			<a href="#">Click Here</a>	<a href="#">Click Here</a>
Canny edge detector			<a href="#">Click Here</a>	<a href="#">Click Here</a>
Carmichael 3 strong pseudoprimes			<a href="#">Click Here</a>	<a href="#">Click Here</a>
Case-sensitivity of identifiers			<a href="#">Click Here</a>	<a href="#">Click Here</a>
Casting out nines			<a href="#">Click Here</a>	<a href="#">Click Here</a>
Catalan numbers			<a href="#">Click Here</a>	<a href="#">Click Here</a>
Catalan numbers/Pascal's triangle			<a href="#">Click Here</a>	<a href="#">Click Here</a>
Catamorphism			<a href="#">Click Here</a>	<a href="#">Click Here</a>
Character codes			<a href="#">Click Here</a>	<a href="#">Click Here</a>
Chat server			<a href="#">Click Here</a>	<a href="#">Click Here</a>
Check Machin-like formulas			<a href="#">Click Here</a>	<a href="#">Click Here</a>
Check that file exists			<a href="#">Click Here</a>	<a href="#">Click Here</a>
Checkpoint synchronization			<a href="#">Click Here</a>	<a href="#">Click Here</a>
Chinese remainder theorem			<a href="#">Click Here</a>	<a href="#">Click Here</a>
Cholesky decomposition			<a href="#">Click Here</a>	<a href="#">Click Here</a>
Circles of given radius through two points			<a href="#">Click Here</a>	<a href="#">Click Here</a>
Classes			<a href="#">Click Here</a>	<a href="#">Click Here</a>
Closest-pair problem			<a href="#">Click Here</a>	<a href="#">Click Here</a>
Closures/Value capture			<a href="#">Click Here</a>	<a href="#">Click Here</a>
Collections			<a href="#">Click Here</a>	<a href="#">Click Here</a>
Color of a screen pixel			<a href="#">Click Here</a>	<a href="#">Click Here</a>
Color quantization			<a href="#">Click Here</a>	<a href="#">Click Here</a>

Project Name	Project Description	Category	Link to Project Description	Link to Project Solution
Colour bars/Display			<a href="#">Click Here</a>	<a href="#">Click Here</a>
Colour pinstripe/Display			<a href="#">Click Here</a>	<a href="#">Click Here</a>
Colour pinstripe/Printer			<a href="#">Click Here</a>	<a href="#">Click Here</a>
Combinations			<a href="#">Click Here</a>	<a href="#">Click Here</a>
Combinations and permutations			<a href="#">Click Here</a>	<a href="#">Click Here</a>
Combinations with repetitions			<a href="#">Click Here</a>	<a href="#">Click Here</a>
Comma quibbling			<a href="#">Click Here</a>	<a href="#">Click Here</a>
Command-line arguments			<a href="#">Click Here</a>	<a href="#">Click Here</a>
Comments			<a href="#">Click Here</a>	<a href="#">Click Here</a>
Compare a list of strings			<a href="#">Click Here</a>	<a href="#">Click Here</a>
Compare sorting algorithms' performance			<a href="#">Click Here</a>	<a href="#">Click Here</a>
Compile-time calculation			<a href="#">Click Here</a>	<a href="#">Click Here</a>
Compound data type			<a href="#">Click Here</a>	<a href="#">Click Here</a>
Concurrent computing			<a href="#">Click Here</a>	<a href="#">Click Here</a>
Conditional structures			<a href="#">Click Here</a>	<a href="#">Click Here</a>
Conjugate transpose			<a href="#">Click Here</a>	<a href="#">Click Here</a>
Constrained genericity			<a href="#">Click Here</a>	<a href="#">Click Here</a>
Constrained random points on a circle			<a href="#">Click Here</a>	<a href="#">Click Here</a>
Continued fraction			<a href="#">Click Here</a>	<a href="#">Click Here</a>
Continued fraction/Arithmetic/Construct from rational number			<a href="#">Click Here</a>	<a href="#">Click Here</a>
Convert decimal number to rational			<a href="#">Click Here</a>	<a href="#">Click Here</a>
Convert seconds to compound duration			<a href="#">Click Here</a>	<a href="#">Click Here</a>
Conway's Game of Life			<a href="#">Click Here</a>	<a href="#">Click Here</a>
Copy a string			<a href="#">Click Here</a>	<a href="#">Click Here</a>
Count in factors			<a href="#">Click Here</a>	<a href="#">Click Here</a>
Count in octal			<a href="#">Click Here</a>	<a href="#">Click Here</a>
Count occurrences of a substring			<a href="#">Click Here</a>	<a href="#">Click Here</a>
Count the coins			<a href="#">Click Here</a>	<a href="#">Click Here</a>
Cramer's rule			<a href="#">Click Here</a>	<a href="#">Click Here</a>
CRC-32			<a href="#">Click Here</a>	<a href="#">Click Here</a>
Create a file			<a href="#">Click Here</a>	<a href="#">Click Here</a>
Create a file on magnetic tape			<a href="#">Click Here</a>	<a href="#">Click Here</a>
Create a two-dimensional array at runtime			<a href="#">Click Here</a>	<a href="#">Click Here</a>
Create an HTML table			<a href="#">Click Here</a>	<a href="#">Click Here</a>
Create an object at a given address			<a href="#">Click Here</a>	<a href="#">Click Here</a>
CSV data manipulation			<a href="#">Click Here</a>	<a href="#">Click Here</a>
CSV to HTML translation			<a href="#">Click Here</a>	<a href="#">Click Here</a>

Project Name	Project Description	Category	Link to Project Description	Link to Project Solution
Currying			<a href="#">Click Here</a>	<a href="#">Click Here</a>
Cut a rectangle			<a href="#">Click Here</a>	<a href="#">Click Here</a>
Date format			<a href="#">Click Here</a>	<a href="#">Click Here</a>
Date manipulation			<a href="#">Click Here</a>	<a href="#">Click Here</a>
Day of the week			<a href="#">Click Here</a>	<a href="#">Click Here</a>
Deal cards for FreeCell			<a href="#">Click Here</a>	<a href="#">Click Here</a>
Death Star			<a href="#">Click Here</a>	<a href="#">Click Here</a>
Deconvolution/1D			<a href="#">Click Here</a>	<a href="#">Click Here</a>
Deconvolution/2D+			<a href="#">Click Here</a>	<a href="#">Click Here</a>
Deepcopy			<a href="#">Click Here</a>	<a href="#">Click Here</a>
Define a primitive data type			<a href="#">Click Here</a>	<a href="#">Click Here</a>
Delegates			<a href="#">Click Here</a>	<a href="#">Click Here</a>
Delete a file			<a href="#">Click Here</a>	<a href="#">Click Here</a>
Detect division by zero			<a href="#">Click Here</a>	<a href="#">Click Here</a>
Determine if a string is numeric			<a href="#">Click Here</a>	<a href="#">Click Here</a>
Determine if only one instance is running			<a href="#">Click Here</a>	<a href="#">Click Here</a>
Digital root			<a href="#">Click Here</a>	<a href="#">Click Here</a>
Digital root/Multiplicative digital root			<a href="#">Click Here</a>	<a href="#">Click Here</a>
Dinesman's multiple-dwelling problem			<a href="#">Click Here</a>	<a href="#">Click Here</a>
Dining philosophers			<a href="#">Click Here</a>	<a href="#">Click Here</a>
Discordian date			<a href="#">Click Here</a>	<a href="#">Click Here</a>
Distributed programming			<a href="#">Click Here</a>	<a href="#">Click Here</a>
DNS query			<a href="#">Click Here</a>	<a href="#">Click Here</a>
Documentation			<a href="#">Click Here</a>	<a href="#">Click Here</a>
Dot product			<a href="#">Click Here</a>	<a href="#">Click Here</a>
Doubly-linked list/Definition			<a href="#">Click Here</a>	<a href="#">Click Here</a>
Doubly-linked list/Element definition			<a href="#">Click Here</a>	<a href="#">Click Here</a>
Doubly-linked list/Element insertion			<a href="#">Click Here</a>	<a href="#">Click Here</a>
Doubly-linked list/Traversal			<a href="#">Click Here</a>	<a href="#">Click Here</a>
Dragon curve			<a href="#">Click Here</a>	<a href="#">Click Here</a>
Draw a clock			<a href="#">Click Here</a>	<a href="#">Click Here</a>
Draw a cuboid			<a href="#">Click Here</a>	<a href="#">Click Here</a>
Draw a sphere			<a href="#">Click Here</a>	<a href="#">Click Here</a>
Dutch national flag problem			<a href="#">Click Here</a>	<a href="#">Click Here</a>
Dynamic variable names			<a href="#">Click Here</a>	<a href="#">Click Here</a>
Echo server			<a href="#">Click Here</a>	<a href="#">Click Here</a>
Element-wise operations			<a href="#">Click Here</a>	<a href="#">Click Here</a>

Project Name	Project Description	Category	Link to Project Description	Link to Project Solution
Empty directory			<a href="#">Click Here</a>	<a href="#">Click Here</a>
Empty program			<a href="#">Click Here</a>	<a href="#">Click Here</a>
Empty string			<a href="#">Click Here</a>	<a href="#">Click Here</a>
Enforced immutability			<a href="#">Click Here</a>	<a href="#">Click Here</a>
Entropy			<a href="#">Click Here</a>	<a href="#">Click Here</a>
Enumerations			<a href="#">Click Here</a>	<a href="#">Click Here</a>
Environment variables			<a href="#">Click Here</a>	<a href="#">Click Here</a>
Equilibrium index			<a href="#">Click Here</a>	<a href="#">Click Here</a>
Ethiopian multiplication			<a href="#">Click Here</a>	<a href="#">Click Here</a>
Euler method			<a href="#">Click Here</a>	<a href="#">Click Here</a>
Euler's sum of powers conjecture			<a href="#">Click Here</a>	<a href="#">Click Here</a>
Evaluate binomial coefficients			<a href="#">Click Here</a>	<a href="#">Click Here</a>
Even or odd			<a href="#">Click Here</a>	<a href="#">Click Here</a>
Events			<a href="#">Click Here</a>	<a href="#">Click Here</a>
Evolutionary algorithm			<a href="#">Click Here</a>	<a href="#">Click Here</a>
Exceptions			<a href="#">Click Here</a>	<a href="#">Click Here</a>
Exceptions/Catch an exception thrown in a nested call			<a href="#">Click Here</a>	<a href="#">Click Here</a>
Executable library			<a href="#">Click Here</a>	<a href="#">Click Here</a>
Execute a Markov algorithm			<a href="#">Click Here</a>	<a href="#">Click Here</a>
Execute a system command			<a href="#">Click Here</a>	<a href="#">Click Here</a>
Execute Brain****			<a href="#">Click Here</a>	<a href="#">Click Here</a>
Execute HQ9+			<a href="#">Click Here</a>	<a href="#">Click Here</a>
Execute SNUSP			<a href="#">Click Here</a>	<a href="#">Click Here</a>
Exponentiation operator			<a href="#">Click Here</a>	<a href="#">Click Here</a>
Extend your language			<a href="#">Click Here</a>	<a href="#">Click Here</a>
Extensible prime generator			<a href="#">Click Here</a>	<a href="#">Click Here</a>
Extreme floating point values			<a href="#">Click Here</a>	<a href="#">Click Here</a>
Factorial			<a href="#">Click Here</a>	<a href="#">Click Here</a>
Factors of a Mersenne number			<a href="#">Click Here</a>	<a href="#">Click Here</a>
Factors of an integer			<a href="#">Click Here</a>	<a href="#">Click Here</a>
Fast Fourier transform			<a href="#">Click Here</a>	<a href="#">Click Here</a>
Fibonacci n-step number sequences			<a href="#">Click Here</a>	<a href="#">Click Here</a>
Fibonacci sequence			<a href="#">Click Here</a>	<a href="#">Click Here</a>
Fibonacci word			<a href="#">Click Here</a>	<a href="#">Click Here</a>
Fibonacci word/fractal			<a href="#">Click Here</a>	<a href="#">Click Here</a>
File input/output			<a href="#">Click Here</a>	<a href="#">Click Here</a>
File modification time			<a href="#">Click Here</a>	<a href="#">Click Here</a>

Project Name	Project Description	Category	Link to Project Description	Link to Project Solution
File size			<a href="#">Click Here</a>	<a href="#">Click Here</a>
Filter			<a href="#">Click Here</a>	<a href="#">Click Here</a>
Find common directory path			<a href="#">Click Here</a>	<a href="#">Click Here</a>
Find largest left truncatable prime in a given base			<a href="#">Click Here</a>	<a href="#">Click Here</a>
Find limit of recursion			<a href="#">Click Here</a>	<a href="#">Click Here</a>
Find the last Sunday of each month			<a href="#">Click Here</a>	<a href="#">Click Here</a>
Find the missing permutation			<a href="#">Click Here</a>	<a href="#">Click Here</a>
First class environments			<a href="#">Click Here</a>	<a href="#">Click Here</a>
First-class functions			<a href="#">Click Here</a>	<a href="#">Click Here</a>
First-class functions/Use numbers analogously			<a href="#">Click Here</a>	<a href="#">Click Here</a>
Five weekends			<a href="#">Click Here</a>	<a href="#">Click Here</a>
FizzBuzz			<a href="#">Click Here</a>	<a href="#">Click Here</a>
Flatten a list			<a href="#">Click Here</a>	<a href="#">Click Here</a>
Flipping bits game			<a href="#">Click Here</a>	<a href="#">Click Here</a>
Flow-control structures			<a href="#">Click Here</a>	<a href="#">Click Here</a>
Floyd's triangle			<a href="#">Click Here</a>	<a href="#">Click Here</a>
Forest fire			<a href="#">Click Here</a>	<a href="#">Click Here</a>
Fork			<a href="#">Click Here</a>	<a href="#">Click Here</a>
Formal power series			<a href="#">Click Here</a>	<a href="#">Click Here</a>
Formatted numeric output			<a href="#">Click Here</a>	<a href="#">Click Here</a>
Forward difference			<a href="#">Click Here</a>	<a href="#">Click Here</a>
Four bit adder			<a href="#">Click Here</a>	<a href="#">Click Here</a>
Fractal tree			<a href="#">Click Here</a>	<a href="#">Click Here</a>
Fractran			<a href="#">Click Here</a>	<a href="#">Click Here</a>
FTP			<a href="#">Click Here</a>	<a href="#">Click Here</a>
Function composition			<a href="#">Click Here</a>	<a href="#">Click Here</a>
Function definition			<a href="#">Click Here</a>	<a href="#">Click Here</a>
Function frequency			<a href="#">Click Here</a>	<a href="#">Click Here</a>
Function prototype			<a href="#">Click Here</a>	<a href="#">Click Here</a>
Galton box animation			<a href="#">Click Here</a>	<a href="#">Click Here</a>
Gamma function			<a href="#">Click Here</a>	<a href="#">Click Here</a>
Gaussian elimination			<a href="#">Click Here</a>	<a href="#">Click Here</a>
General FizzBuzz			<a href="#">Click Here</a>	<a href="#">Click Here</a>
Generate Chess960 starting position			<a href="#">Click Here</a>	<a href="#">Click Here</a>
Generate lower case ASCII alphabet			<a href="#">Click Here</a>	<a href="#">Click Here</a>
Generator/Exponential			<a href="#">Click Here</a>	<a href="#">Click Here</a>
Generic swap			<a href="#">Click Here</a>	<a href="#">Click Here</a>

Project Name	Project Description	Category	Link to Project Description	Link to Project Solution
Globally replace text in several files			<a href="#">Click Here</a>	<a href="#">Click Here</a>
Go Fish			<a href="#">Click Here</a>	<a href="#">Click Here</a>
Gray code			<a href="#">Click Here</a>	<a href="#">Click Here</a>
Grayscale image			<a href="#">Click Here</a>	<a href="#">Click Here</a>
Greatest common divisor			<a href="#">Click Here</a>	<a href="#">Click Here</a>
Greatest element of a list			<a href="#">Click Here</a>	<a href="#">Click Here</a>
Greatest subsequential sum			<a href="#">Click Here</a>	<a href="#">Click Here</a>
Greyscale bars/Display			<a href="#">Click Here</a>	<a href="#">Click Here</a>
Guess the number			<a href="#">Click Here</a>	<a href="#">Click Here</a>
Guess the number/With feedback			<a href="#">Click Here</a>	<a href="#">Click Here</a>
Guess the number/With feedback (player)			<a href="#">Click Here</a>	<a href="#">Click Here</a>
GUI component interaction			<a href="#">Click Here</a>	<a href="#">Click Here</a>
GUI enabling/disabling of controls			<a href="#">Click Here</a>	<a href="#">Click Here</a>
GUI/Maximum window dimensions			<a href="#">Click Here</a>	<a href="#">Click Here</a>
Hailstone sequence			<a href="#">Click Here</a>	<a href="#">Click Here</a>
Hamming numbers			<a href="#">Click Here</a>	<a href="#">Click Here</a>
Handle a signal			<a href="#">Click Here</a>	<a href="#">Click Here</a>
Happy numbers			<a href="#">Click Here</a>	<a href="#">Click Here</a>
Harshad or Niven series			<a href="#">Click Here</a>	<a href="#">Click Here</a>
Hash from two arrays			<a href="#">Click Here</a>	<a href="#">Click Here</a>
Hash join			<a href="#">Click Here</a>	<a href="#">Click Here</a>
Haversine formula			<a href="#">Click Here</a>	<a href="#">Click Here</a>
Hello world/Graphical			<a href="#">Click Here</a>	<a href="#">Click Here</a>
Hello world/Line printer			<a href="#">Click Here</a>	<a href="#">Click Here</a>
Hello world/Newbie			<a href="#">Click Here</a>	<a href="#">Click Here</a>
Hello world/Newline omission			<a href="#">Click Here</a>	<a href="#">Click Here</a>
Hello world/Standard error			<a href="#">Click Here</a>	<a href="#">Click Here</a>
Hello world/Text			<a href="#">Click Here</a>	<a href="#">Click Here</a>
Hello world/Web server			<a href="#">Click Here</a>	<a href="#">Click Here</a>
Here document			<a href="#">Click Here</a>	<a href="#">Click Here</a>
Heronian triangles			<a href="#">Click Here</a>	<a href="#">Click Here</a>
Hickerson series of almost integers			<a href="#">Click Here</a>	<a href="#">Click Here</a>
Higher-order functions			<a href="#">Click Here</a>	<a href="#">Click Here</a>
History variables			<a href="#">Click Here</a>	<a href="#">Click Here</a>
Hofstadter Figure-Figure sequences			<a href="#">Click Here</a>	<a href="#">Click Here</a>
Hofstadter Q sequence			<a href="#">Click Here</a>	<a href="#">Click Here</a>
Hofstadter-Conway \$10,000 sequence			<a href="#">Click Here</a>	<a href="#">Click Here</a>



Project Name	Project Description	Category	Link to Project Description	Link to Project Solution
Holidays related to Easter			<a href="#">Click Here</a>	<a href="#">Click Here</a>
Honeycombs			<a href="#">Click Here</a>	<a href="#">Click Here</a>
Horizontal sundial calculations			<a href="#">Click Here</a>	<a href="#">Click Here</a>
Horner's rule for polynomial evaluation			<a href="#">Click Here</a>	<a href="#">Click Here</a>
Host introspection			<a href="#">Click Here</a>	<a href="#">Click Here</a>
Hostname			<a href="#">Click Here</a>	<a href="#">Click Here</a>
Hough transform			<a href="#">Click Here</a>	<a href="#">Click Here</a>
HTTP			<a href="#">Click Here</a>	<a href="#">Click Here</a>
HTTPS			<a href="#">Click Here</a>	<a href="#">Click Here</a>
HTTPS/Authenticated			<a href="#">Click Here</a>	<a href="#">Click Here</a>
HTTPS/Client-authenticated			<a href="#">Click Here</a>	<a href="#">Click Here</a>
Huffman coding			<a href="#">Click Here</a>	<a href="#">Click Here</a>
I before E except after C			<a href="#">Click Here</a>	<a href="#">Click Here</a>
IBAN			<a href="#">Click Here</a>	<a href="#">Click Here</a>
Identity matrix			<a href="#">Click Here</a>	<a href="#">Click Here</a>
Image convolution			<a href="#">Click Here</a>	<a href="#">Click Here</a>
Image noise			<a href="#">Click Here</a>	<a href="#">Click Here</a>
Include a file			<a href="#">Click Here</a>	<a href="#">Click Here</a>
Increment a numerical string			<a href="#">Click Here</a>	<a href="#">Click Here</a>
Infinity			<a href="#">Click Here</a>	<a href="#">Click Here</a>
Inheritance/Multiple			<a href="#">Click Here</a>	<a href="#">Click Here</a>
Inheritance/Single			<a href="#">Click Here</a>	<a href="#">Click Here</a>
Input loop			<a href="#">Click Here</a>	<a href="#">Click Here</a>
Integer comparison			<a href="#">Click Here</a>	<a href="#">Click Here</a>
Integer overflow			<a href="#">Click Here</a>	<a href="#">Click Here</a>
Integer sequence			<a href="#">Click Here</a>	<a href="#">Click Here</a>
Interactive programming			<a href="#">Click Here</a>	<a href="#">Click Here</a>
Introspection			<a href="#">Click Here</a>	<a href="#">Click Here</a>
Inverted index			<a href="#">Click Here</a>	<a href="#">Click Here</a>
Inverted syntax			<a href="#">Click Here</a>	<a href="#">Click Here</a>
Iterated digits squaring			<a href="#">Click Here</a>	<a href="#">Click Here</a>
Jaro distance			<a href="#">Click Here</a>	<a href="#">Click Here</a>
Jensen's Device			<a href="#">Click Here</a>	<a href="#">Click Here</a>
JortSort			<a href="#">Click Here</a>	<a href="#">Click Here</a>
Josephus problem			<a href="#">Click Here</a>	<a href="#">Click Here</a>
Joystick position			<a href="#">Click Here</a>	<a href="#">Click Here</a>
JSON			<a href="#">Click Here</a>	<a href="#">Click Here</a>

Project Name	Project Description	Category	Link to Project Description	Link to Project Solution
Jump anywhere			<a href="#">Click Here</a>	<a href="#">Click Here</a>
K-d tree			<a href="#">Click Here</a>	<a href="#">Click Here</a>
K-means++ clustering			<a href="#">Click Here</a>	<a href="#">Click Here</a>
Kaprekar numbers			<a href="#">Click Here</a>	<a href="#">Click Here</a>
Keyboard input/Flush the keyboard buffer			<a href="#">Click Here</a>	<a href="#">Click Here</a>
Keyboard input/Keypress check			<a href="#">Click Here</a>	<a href="#">Click Here</a>
Keyboard input/Obtain a Y or N response			<a href="#">Click Here</a>	<a href="#">Click Here</a>
Keyboard macros			<a href="#">Click Here</a>	<a href="#">Click Here</a>
Knapsack problem/0-1			<a href="#">Click Here</a>	<a href="#">Click Here</a>
Knapsack problem/Bounded			<a href="#">Click Here</a>	<a href="#">Click Here</a>
Knapsack problem/Continuous			<a href="#">Click Here</a>	<a href="#">Click Here</a>
Knapsack problem/Unbounded			<a href="#">Click Here</a>	<a href="#">Click Here</a>
Knight's tour			<a href="#">Click Here</a>	<a href="#">Click Here</a>
Knuth shuffle			<a href="#">Click Here</a>	<a href="#">Click Here</a>
Knuth's algorithm S			<a href="#">Click Here</a>	<a href="#">Click Here</a>
Langton's ant			<a href="#">Click Here</a>	<a href="#">Click Here</a>
Largest int from concatenated ints			<a href="#">Click Here</a>	<a href="#">Click Here</a>
Last Friday of each month			<a href="#">Click Here</a>	<a href="#">Click Here</a>
Last letter-first letter			<a href="#">Click Here</a>	<a href="#">Click Here</a>
Leap year			<a href="#">Click Here</a>	<a href="#">Click Here</a>
Least common multiple			<a href="#">Click Here</a>	<a href="#">Click Here</a>
Left factorials			<a href="#">Click Here</a>	<a href="#">Click Here</a>
Letter frequency			<a href="#">Click Here</a>	<a href="#">Click Here</a>
Levenshtein distance			<a href="#">Click Here</a>	<a href="#">Click Here</a>
Linear congruential generator			<a href="#">Click Here</a>	<a href="#">Click Here</a>
List comprehensions			<a href="#">Click Here</a>	<a href="#">Click Here</a>
Literals/Floating point			<a href="#">Click Here</a>	<a href="#">Click Here</a>
Literals/Integer			<a href="#">Click Here</a>	<a href="#">Click Here</a>
Literals/String			<a href="#">Click Here</a>	<a href="#">Click Here</a>
Logical operations			<a href="#">Click Here</a>	<a href="#">Click Here</a>
Long multiplication			<a href="#">Click Here</a>	<a href="#">Click Here</a>
Longest common subsequence			<a href="#">Click Here</a>	<a href="#">Click Here</a>
Longest increasing subsequence			<a href="#">Click Here</a>	<a href="#">Click Here</a>
Longest string challenge			<a href="#">Click Here</a>	<a href="#">Click Here</a>
Look-and-say sequence			<a href="#">Click Here</a>	<a href="#">Click Here</a>
Loop over multiple arrays simultaneously			<a href="#">Click Here</a>	<a href="#">Click Here</a>
Loops/Break			<a href="#">Click Here</a>	<a href="#">Click Here</a>

Project Name	Project Description	Category	Link to Project Description	Link to Project Solution
Loops/Continue			<a href="#">Click Here</a>	<a href="#">Click Here</a>
Loops/Do-while			<a href="#">Click Here</a>	<a href="#">Click Here</a>
Loops/Downward for			<a href="#">Click Here</a>	<a href="#">Click Here</a>
Loops/For			<a href="#">Click Here</a>	<a href="#">Click Here</a>
Loops/For with a specified step			<a href="#">Click Here</a>	<a href="#">Click Here</a>
Loops/Foreach			<a href="#">Click Here</a>	<a href="#">Click Here</a>
Loops/Infinite			<a href="#">Click Here</a>	<a href="#">Click Here</a>
Loops/N plus one half			<a href="#">Click Here</a>	<a href="#">Click Here</a>
Loops/Nested			<a href="#">Click Here</a>	<a href="#">Click Here</a>
Loops/While			<a href="#">Click Here</a>	<a href="#">Click Here</a>
LU decomposition			<a href="#">Click Here</a>	<a href="#">Click Here</a>
Lucas-Lehmer test			<a href="#">Click Here</a>	<a href="#">Click Here</a>
Ludic numbers			<a href="#">Click Here</a>	<a href="#">Click Here</a>
Luhn test of credit card numbers			<a href="#">Click Here</a>	<a href="#">Click Here</a>
Lychrel numbers			<a href="#">Click Here</a>	<a href="#">Click Here</a>
LZW compression			<a href="#">Click Here</a>	<a href="#">Click Here</a>
Machine code			<a href="#">Click Here</a>	<a href="#">Click Here</a>
Mad Libs			<a href="#">Click Here</a>	<a href="#">Click Here</a>
Magic squares of odd order			<a href="#">Click Here</a>	<a href="#">Click Here</a>
Main step of GOST 28147-89			<a href="#">Click Here</a>	<a href="#">Click Here</a>
Make directory path			<a href="#">Click Here</a>	<a href="#">Click Here</a>
Man or boy test			<a href="#">Click Here</a>	<a href="#">Click Here</a>
Mandelbrot set			<a href="#">Click Here</a>	<a href="#">Click Here</a>
Map range			<a href="#">Click Here</a>	<a href="#">Click Here</a>
Matrix arithmetic			<a href="#">Click Here</a>	<a href="#">Click Here</a>
Matrix multiplication			<a href="#">Click Here</a>	<a href="#">Click Here</a>
Matrix transposition			<a href="#">Click Here</a>	<a href="#">Click Here</a>
Matrix-exponentiation operator			<a href="#">Click Here</a>	<a href="#">Click Here</a>
Maximum triangle path sum			<a href="#">Click Here</a>	<a href="#">Click Here</a>
Maze generation			<a href="#">Click Here</a>	<a href="#">Click Here</a>
Maze solving			<a href="#">Click Here</a>	<a href="#">Click Here</a>
MD4			<a href="#">Click Here</a>	<a href="#">Click Here</a>
MD5			<a href="#">Click Here</a>	<a href="#">Click Here</a>
MD5/Implementation			<a href="#">Click Here</a>	<a href="#">Click Here</a>
Median filter			<a href="#">Click Here</a>	<a href="#">Click Here</a>
Memory allocation			<a href="#">Click Here</a>	<a href="#">Click Here</a>
Memory layout of a data structure			<a href="#">Click Here</a>	<a href="#">Click Here</a>

Project Name	Project Description	Category	Link to Project Description	Link to Project Solution
Menu			<a href="#">Click Here</a>	<a href="#">Click Here</a>
Metaprogramming			<a href="#">Click Here</a>	<a href="#">Click Here</a>
Metered concurrency			<a href="#">Click Here</a>	<a href="#">Click Here</a>
Metronome			<a href="#">Click Here</a>	<a href="#">Click Here</a>
Middle three digits			<a href="#">Click Here</a>	<a href="#">Click Here</a>
Minesweeper game			<a href="#">Click Here</a>	<a href="#">Click Here</a>
Modular exponentiation			<a href="#">Click Here</a>	<a href="#">Click Here</a>
Modular inverse			<a href="#">Click Here</a>	<a href="#">Click Here</a>
Monte Carlo methods			<a href="#">Click Here</a>	<a href="#">Click Here</a>
Monty Hall problem			<a href="#">Click Here</a>	<a href="#">Click Here</a>
Morse code			<a href="#">Click Here</a>	<a href="#">Click Here</a>
Mouse position			<a href="#">Click Here</a>	<a href="#">Click Here</a>
Move-to-front algorithm			<a href="#">Click Here</a>	<a href="#">Click Here</a>
Multifactorial			<a href="#">Click Here</a>	<a href="#">Click Here</a>
Multiple distinct objects			<a href="#">Click Here</a>	<a href="#">Click Here</a>
Multiple regression			<a href="#">Click Here</a>	<a href="#">Click Here</a>
Multiplication tables			<a href="#">Click Here</a>	<a href="#">Click Here</a>
Multiplicative order			<a href="#">Click Here</a>	<a href="#">Click Here</a>
Multisplit			<a href="#">Click Here</a>	<a href="#">Click Here</a>
Munching squares			<a href="#">Click Here</a>	<a href="#">Click Here</a>
Mutual recursion			<a href="#">Click Here</a>	<a href="#">Click Here</a>
N'th			<a href="#">Click Here</a>	<a href="#">Click Here</a>
N-queens problem			<a href="#">Click Here</a>	<a href="#">Click Here</a>
Named parameters			<a href="#">Click Here</a>	<a href="#">Click Here</a>
Naming conventions			<a href="#">Click Here</a>	<a href="#">Click Here</a>
Narcissist			<a href="#">Click Here</a>	<a href="#">Click Here</a>
Narcissistic decimal number			<a href="#">Click Here</a>	<a href="#">Click Here</a>
Natural sorting			<a href="#">Click Here</a>	<a href="#">Click Here</a>
Nautical bell			<a href="#">Click Here</a>	<a href="#">Click Here</a>
Non-continuous subsequences			<a href="#">Click Here</a>	<a href="#">Click Here</a>
Non-decimal radices/Convert			<a href="#">Click Here</a>	<a href="#">Click Here</a>
Non-decimal radices/Input			<a href="#">Click Here</a>	<a href="#">Click Here</a>
Non-decimal radices/Output			<a href="#">Click Here</a>	<a href="#">Click Here</a>
Nonoblock			<a href="#">Click Here</a>	<a href="#">Click Here</a>
Nth root			<a href="#">Click Here</a>	<a href="#">Click Here</a>
Null object			<a href="#">Click Here</a>	<a href="#">Click Here</a>
Number names			<a href="#">Click Here</a>	<a href="#">Click Here</a>

Project Name	Project Description	Category	Link to Project Description	Link to Project Solution
Number reversal game			<a href="#">Click Here</a>	<a href="#">Click Here</a>
Numeric error propagation			<a href="#">Click Here</a>	<a href="#">Click Here</a>
Numerical integration			<a href="#">Click Here</a>	<a href="#">Click Here</a>
Numerical integration/Gauss-Legendre Quadrature			<a href="#">Click Here</a>	<a href="#">Click Here</a>
Object serialization			<a href="#">Click Here</a>	<a href="#">Click Here</a>
Odd word problem			<a href="#">Click Here</a>	<a href="#">Click Here</a>
Old lady swallowed a fly			<a href="#">Click Here</a>	<a href="#">Click Here</a>
OLE Automation			<a href="#">Click Here</a>	<a href="#">Click Here</a>
One of n lines in a file			<a href="#">Click Here</a>	<a href="#">Click Here</a>
One-dimensional cellular automata			<a href="#">Click Here</a>	<a href="#">Click Here</a>
OpenGL			<a href="#">Click Here</a>	<a href="#">Click Here</a>
Operator precedence			<a href="#">Click Here</a>	<a href="#">Click Here</a>
Optional parameters			<a href="#">Click Here</a>	<a href="#">Click Here</a>
Order disjoint list items			<a href="#">Click Here</a>	<a href="#">Click Here</a>
Order two numerical lists			<a href="#">Click Here</a>	<a href="#">Click Here</a>
Ordered Partitions			<a href="#">Click Here</a>	<a href="#">Click Here</a>
Ordered words			<a href="#">Click Here</a>	<a href="#">Click Here</a>
Palindrome detection			<a href="#">Click Here</a>	<a href="#">Click Here</a>
Pangram checker			<a href="#">Click Here</a>	<a href="#">Click Here</a>
Paraffins			<a href="#">Click Here</a>	<a href="#">Click Here</a>
Parallel calculations			<a href="#">Click Here</a>	<a href="#">Click Here</a>
Parametric polymorphism			<a href="#">Click Here</a>	<a href="#">Click Here</a>
Parametrized SQL statement			<a href="#">Click Here</a>	<a href="#">Click Here</a>
Parse an IP Address			<a href="#">Click Here</a>	<a href="#">Click Here</a>
Parsing/RPN calculator algorithm			<a href="#">Click Here</a>	<a href="#">Click Here</a>
Parsing/RPN to infix conversion			<a href="#">Click Here</a>	<a href="#">Click Here</a>
Parsing/Shunting-yard algorithm			<a href="#">Click Here</a>	<a href="#">Click Here</a>
Partial function application			<a href="#">Click Here</a>	<a href="#">Click Here</a>
Pascal matrix generation			<a href="#">Click Here</a>	<a href="#">Click Here</a>
Pascal's triangle			<a href="#">Click Here</a>	<a href="#">Click Here</a>
Pascal's triangle/Puzzle			<a href="#">Click Here</a>	<a href="#">Click Here</a>
Pattern matching			<a href="#">Click Here</a>	<a href="#">Click Here</a>
Penney's game			<a href="#">Click Here</a>	<a href="#">Click Here</a>
Percentage difference between images			<a href="#">Click Here</a>	<a href="#">Click Here</a>
Percolation/Bond percolation			<a href="#">Click Here</a>	<a href="#">Click Here</a>
Percolation/Mean cluster density			<a href="#">Click Here</a>	<a href="#">Click Here</a>
Percolation/Mean run density			<a href="#">Click Here</a>	<a href="#">Click Here</a>

Project Name	Project Description	Category	Link to Project Description	Link to Project Solution
Percolation/Site percolation			<a href="#">Click Here</a>	<a href="#">Click Here</a>
Perfect numbers			<a href="#">Click Here</a>	<a href="#">Click Here</a>
Permutation test			<a href="#">Click Here</a>	<a href="#">Click Here</a>
Permutations			<a href="#">Click Here</a>	<a href="#">Click Here</a>
Permutations by swapping			<a href="#">Click Here</a>	<a href="#">Click Here</a>
Permutations/Derangements			<a href="#">Click Here</a>	<a href="#">Click Here</a>
Permutations/Rank of a permutation			<a href="#">Click Here</a>	<a href="#">Click Here</a>
Pernicious numbers			<a href="#">Click Here</a>	<a href="#">Click Here</a>
Phrase reversals			<a href="#">Click Here</a>	<a href="#">Click Here</a>
Pi			<a href="#">Click Here</a>	<a href="#">Click Here</a>
Pick random element			<a href="#">Click Here</a>	<a href="#">Click Here</a>
Pig the dice game			<a href="#">Click Here</a>	<a href="#">Click Here</a>
Pig the dice game/Player			<a href="#">Click Here</a>	<a href="#">Click Here</a>
Pinstripe/Display			<a href="#">Click Here</a>	<a href="#">Click Here</a>
Pinstripe/Printer			<a href="#">Click Here</a>	<a href="#">Click Here</a>
Play recorded sounds			<a href="#">Click Here</a>	<a href="#">Click Here</a>
Playing cards			<a href="#">Click Here</a>	<a href="#">Click Here</a>
Plot coordinate pairs			<a href="#">Click Here</a>	<a href="#">Click Here</a>
Pointers and references			<a href="#">Click Here</a>	<a href="#">Click Here</a>
Polymorphic copy			<a href="#">Click Here</a>	<a href="#">Click Here</a>
Polymorphism			<a href="#">Click Here</a>	<a href="#">Click Here</a>
Polynomial long division			<a href="#">Click Here</a>	<a href="#">Click Here</a>
Polynomial regression			<a href="#">Click Here</a>	<a href="#">Click Here</a>
Power set			<a href="#">Click Here</a>	<a href="#">Click Here</a>
Pragmatic directives			<a href="#">Click Here</a>	<a href="#">Click Here</a>
Price fraction			<a href="#">Click Here</a>	<a href="#">Click Here</a>
Primality by trial division			<a href="#">Click Here</a>	<a href="#">Click Here</a>
Prime decomposition			<a href="#">Click Here</a>	<a href="#">Click Here</a>
Primes - allocate descendants to their ancestors			<a href="#">Click Here</a>	<a href="#">Click Here</a>
Primorial numbers			<a href="#">Click Here</a>	<a href="#">Click Here</a>
Priority queue			<a href="#">Click Here</a>	<a href="#">Click Here</a>
Probabilistic choice			<a href="#">Click Here</a>	<a href="#">Click Here</a>
Problem of Apollonius			<a href="#">Click Here</a>	<a href="#">Click Here</a>
Program name			<a href="#">Click Here</a>	<a href="#">Click Here</a>
Program termination			<a href="#">Click Here</a>	<a href="#">Click Here</a>
Pythagorean triples			<a href="#">Click Here</a>	<a href="#">Click Here</a>
QR decomposition			<a href="#">Click Here</a>	<a href="#">Click Here</a>

Project Name	Project Description	Category	Link to Project Description	Link to Project Solution
Quaternion type			<a href="#">Click Here</a>	<a href="#">Click Here</a>
Queue/Definition			<a href="#">Click Here</a>	<a href="#">Click Here</a>
Queue/Usage			<a href="#">Click Here</a>	<a href="#">Click Here</a>
Quickselect algorithm			<a href="#">Click Here</a>	<a href="#">Click Here</a>
Quine			<a href="#">Click Here</a>	<a href="#">Click Here</a>
Random number generator (device)			<a href="#">Click Here</a>	<a href="#">Click Here</a>
Random number generator (included)			<a href="#">Click Here</a>	<a href="#">Click Here</a>
Random numbers			<a href="#">Click Here</a>	<a href="#">Click Here</a>
Range expansion			<a href="#">Click Here</a>	<a href="#">Click Here</a>
Range extraction			<a href="#">Click Here</a>	<a href="#">Click Here</a>
Ranking methods			<a href="#">Click Here</a>	<a href="#">Click Here</a>
Rate counter			<a href="#">Click Here</a>	<a href="#">Click Here</a>
Ray-casting algorithm			<a href="#">Click Here</a>	<a href="#">Click Here</a>
RCRPG			<a href="#">Click Here</a>	<a href="#">Click Here</a>
Read a configuration file			<a href="#">Click Here</a>	<a href="#">Click Here</a>
Read a file line by line			<a href="#">Click Here</a>	<a href="#">Click Here</a>
Read a specific line from a file			<a href="#">Click Here</a>	<a href="#">Click Here</a>
Read entire file			<a href="#">Click Here</a>	<a href="#">Click Here</a>
Real constants and functions			<a href="#">Click Here</a>	<a href="#">Click Here</a>
Record sound			<a href="#">Click Here</a>	<a href="#">Click Here</a>
Reduced row echelon form			<a href="#">Click Here</a>	<a href="#">Click Here</a>
Regular expressions			<a href="#">Click Here</a>	<a href="#">Click Here</a>
Remove duplicate elements			<a href="#">Click Here</a>	<a href="#">Click Here</a>
Remove lines from a file			<a href="#">Click Here</a>	<a href="#">Click Here</a>
Rename a file			<a href="#">Click Here</a>	<a href="#">Click Here</a>
Rendezvous			<a href="#">Click Here</a>	<a href="#">Click Here</a>
Rep-string			<a href="#">Click Here</a>	<a href="#">Click Here</a>
Repeat a string			<a href="#">Click Here</a>	<a href="#">Click Here</a>
Resistor mesh			<a href="#">Click Here</a>	<a href="#">Click Here</a>
Respond to an unknown method call			<a href="#">Click Here</a>	<a href="#">Click Here</a>
Return multiple values			<a href="#">Click Here</a>	<a href="#">Click Here</a>
Reverse a string			<a href="#">Click Here</a>	<a href="#">Click Here</a>
Reverse words in a string			<a href="#">Click Here</a>	<a href="#">Click Here</a>
RIPEMD-160			<a href="#">Click Here</a>	<a href="#">Click Here</a>
Rock-paper-scissors			<a href="#">Click Here</a>	<a href="#">Click Here</a>
Roman numerals/Decode			<a href="#">Click Here</a>	<a href="#">Click Here</a>
Roman numerals/Encode			<a href="#">Click Here</a>	<a href="#">Click Here</a>

Project Name	Project Description	Category	Link to Project Description	Link to Project Solution
Roots of a function			<a href="#">Click Here</a>	<a href="#">Click Here</a>
Roots of a quadratic function			<a href="#">Click Here</a>	<a href="#">Click Here</a>
Roots of unity			<a href="#">Click Here</a>	<a href="#">Click Here</a>
Rosetta Code/Count examples			<a href="#">Click Here</a>	<a href="#">Click Here</a>
Rosetta Code/Find bare lang tags			<a href="#">Click Here</a>	<a href="#">Click Here</a>
Rosetta Code/Find unimplemented tasks			<a href="#">Click Here</a>	<a href="#">Click Here</a>
Rosetta Code/Fix code tags			<a href="#">Click Here</a>	<a href="#">Click Here</a>
Rosetta Code/Rank languages by popularity			<a href="#">Click Here</a>	<a href="#">Click Here</a>
Rot-13			<a href="#">Click Here</a>	<a href="#">Click Here</a>
RSA code			<a href="#">Click Here</a>	<a href="#">Click Here</a>
Run-length encoding			<a href="#">Click Here</a>	<a href="#">Click Here</a>
Runge-Kutta method			<a href="#">Click Here</a>	<a href="#">Click Here</a>
Runtime evaluation			<a href="#">Click Here</a>	<a href="#">Click Here</a>
Runtime evaluation/In an environment			<a href="#">Click Here</a>	<a href="#">Click Here</a>
S-Expressions			<a href="#">Click Here</a>	<a href="#">Click Here</a>
Safe addition			<a href="#">Click Here</a>	<a href="#">Click Here</a>
Sailors, coconuts and a monkey problem			<a href="#">Click Here</a>	<a href="#">Click Here</a>
Same Fringe			<a href="#">Click Here</a>	<a href="#">Click Here</a>
Scope modifiers			<a href="#">Click Here</a>	<a href="#">Click Here</a>
Scope/Function names and labels			<a href="#">Click Here</a>	<a href="#">Click Here</a>
Search a list			<a href="#">Click Here</a>	<a href="#">Click Here</a>
Secure temporary file			<a href="#">Click Here</a>	<a href="#">Click Here</a>
SEDOLs			<a href="#">Click Here</a>	<a href="#">Click Here</a>
Self-describing numbers			<a href="#">Click Here</a>	<a href="#">Click Here</a>
Self-referential sequence			<a href="#">Click Here</a>	<a href="#">Click Here</a>
Semiprime			<a href="#">Click Here</a>	<a href="#">Click Here</a>
Semordnilap			<a href="#">Click Here</a>	<a href="#">Click Here</a>
Send an unknown method call			<a href="#">Click Here</a>	<a href="#">Click Here</a>
Send email			<a href="#">Click Here</a>	<a href="#">Click Here</a>
Sequence of non-squares			<a href="#">Click Here</a>	<a href="#">Click Here</a>
Sequence of primes by Trial Division			<a href="#">Click Here</a>	<a href="#">Click Here</a>
Set			<a href="#">Click Here</a>	<a href="#">Click Here</a>
Set consolidation			<a href="#">Click Here</a>	<a href="#">Click Here</a>
Set of real numbers			<a href="#">Click Here</a>	<a href="#">Click Here</a>
Set puzzle			<a href="#">Click Here</a>	<a href="#">Click Here</a>
Seven-sided dice from five-sided dice			<a href="#">Click Here</a>	<a href="#">Click Here</a>
SHA-1			<a href="#">Click Here</a>	<a href="#">Click Here</a>



Project Name	Project Description	Category	Link to Project Description	Link to Project Solution
SHA-256			<a href="#">Click Here</a>	<a href="#">Click Here</a>
Shell one-liner			<a href="#">Click Here</a>	<a href="#">Click Here</a>
Short-circuit evaluation			<a href="#">Click Here</a>	<a href="#">Click Here</a>
Show the epoch			<a href="#">Click Here</a>	<a href="#">Click Here</a>
Sierpinski carpet			<a href="#">Click Here</a>	<a href="#">Click Here</a>
Sierpinski triangle			<a href="#">Click Here</a>	<a href="#">Click Here</a>
Sierpinski triangle/Graphical			<a href="#">Click Here</a>	<a href="#">Click Here</a>
Sieve of Eratosthenes			<a href="#">Click Here</a>	<a href="#">Click Here</a>
Simple database			<a href="#">Click Here</a>	<a href="#">Click Here</a>
Simple windowed application			<a href="#">Click Here</a>	<a href="#">Click Here</a>
Simulate input/Keyboard			<a href="#">Click Here</a>	<a href="#">Click Here</a>
Simulate input/Mouse			<a href="#">Click Here</a>	<a href="#">Click Here</a>
Singleton			<a href="#">Click Here</a>	<a href="#">Click Here</a>
Singly-linked list/Element definition			<a href="#">Click Here</a>	<a href="#">Click Here</a>
Singly-linked list/Element insertion			<a href="#">Click Here</a>	<a href="#">Click Here</a>
Singly-linked list/Traversal			<a href="#">Click Here</a>	<a href="#">Click Here</a>
Sleep			<a href="#">Click Here</a>	<a href="#">Click Here</a>
SOAP			<a href="#">Click Here</a>	<a href="#">Click Here</a>
Sockets			<a href="#">Click Here</a>	<a href="#">Click Here</a>
Sokoban			<a href="#">Click Here</a>	<a href="#">Click Here</a>
Solve a Hidato puzzle			<a href="#">Click Here</a>	<a href="#">Click Here</a>
Solve a Holy Knight's tour			<a href="#">Click Here</a>	<a href="#">Click Here</a>
Solve a Hopido puzzle			<a href="#">Click Here</a>	<a href="#">Click Here</a>
Solve a Numbrix puzzle			<a href="#">Click Here</a>	<a href="#">Click Here</a>
Solve the no connection puzzle			<a href="#">Click Here</a>	<a href="#">Click Here</a>
Sort an array of composite structures			<a href="#">Click Here</a>	<a href="#">Click Here</a>
Sort an integer array			<a href="#">Click Here</a>	<a href="#">Click Here</a>
Sort disjoint sublist			<a href="#">Click Here</a>	<a href="#">Click Here</a>
Sort stability			<a href="#">Click Here</a>	<a href="#">Click Here</a>
Sort using a custom comparator			<a href="#">Click Here</a>	<a href="#">Click Here</a>
Sorting algorithms/Bead sort			<a href="#">Click Here</a>	<a href="#">Click Here</a>
Sorting algorithms/Bogosort			<a href="#">Click Here</a>	<a href="#">Click Here</a>
Sorting algorithms/Bubble sort			<a href="#">Click Here</a>	<a href="#">Click Here</a>
Sorting algorithms/Cocktail sort			<a href="#">Click Here</a>	<a href="#">Click Here</a>
Sorting algorithms/Comb sort			<a href="#">Click Here</a>	<a href="#">Click Here</a>
Sorting algorithms/Counting sort			<a href="#">Click Here</a>	<a href="#">Click Here</a>
Sorting algorithms/Gnome sort			<a href="#">Click Here</a>	<a href="#">Click Here</a>

Project Name	Project Description	Category	Link to Project Description	Link to Project Solution
Sorting algorithms/Heapsort			<a href="#">Click Here</a>	<a href="#">Click Here</a>
Sorting algorithms/Insertion sort			<a href="#">Click Here</a>	<a href="#">Click Here</a>
Sorting algorithms/Merge sort			<a href="#">Click Here</a>	<a href="#">Click Here</a>
Sorting algorithms/Pancake sort			<a href="#">Click Here</a>	<a href="#">Click Here</a>
Sorting algorithms/Permutation sort			<a href="#">Click Here</a>	<a href="#">Click Here</a>
Sorting algorithms/Quicksort			<a href="#">Click Here</a>	<a href="#">Click Here</a>
Sorting algorithms/Radix sort			<a href="#">Click Here</a>	<a href="#">Click Here</a>
Sorting algorithms/Selection sort			<a href="#">Click Here</a>	<a href="#">Click Here</a>
Sorting algorithms/Shell sort			<a href="#">Click Here</a>	<a href="#">Click Here</a>
Sorting algorithms/Sleep sort			<a href="#">Click Here</a>	<a href="#">Click Here</a>
Sorting algorithms/Stooge sort			<a href="#">Click Here</a>	<a href="#">Click Here</a>
Sorting algorithms/Strand sort			<a href="#">Click Here</a>	<a href="#">Click Here</a>
Soundex			<a href="#">Click Here</a>	<a href="#">Click Here</a>
Sparkline in unicode			<a href="#">Click Here</a>	<a href="#">Click Here</a>
Special characters			<a href="#">Click Here</a>	<a href="#">Click Here</a>
Special variables			<a href="#">Click Here</a>	<a href="#">Click Here</a>
Speech synthesis			<a href="#">Click Here</a>	<a href="#">Click Here</a>
Spiral matrix			<a href="#">Click Here</a>	<a href="#">Click Here</a>
SQL-based authentication			<a href="#">Click Here</a>	<a href="#">Click Here</a>
Stable marriage problem			<a href="#">Click Here</a>	<a href="#">Click Here</a>
Stack			<a href="#">Click Here</a>	<a href="#">Click Here</a>
Stack traces			<a href="#">Click Here</a>	<a href="#">Click Here</a>
Stair-climbing puzzle			<a href="#">Click Here</a>	<a href="#">Click Here</a>
Standard deviation			<a href="#">Click Here</a>	<a href="#">Click Here</a>
Start from a main routine			<a href="#">Click Here</a>	<a href="#">Click Here</a>
State name puzzle			<a href="#">Click Here</a>	<a href="#">Click Here</a>
Statistics/Basic			<a href="#">Click Here</a>	<a href="#">Click Here</a>
Statistics/Normal distribution			<a href="#">Click Here</a>	<a href="#">Click Here</a>
Stem-and-leaf plot			<a href="#">Click Here</a>	<a href="#">Click Here</a>
Stern-Brocot sequence			<a href="#">Click Here</a>	<a href="#">Click Here</a>
String append			<a href="#">Click Here</a>	<a href="#">Click Here</a>
String case			<a href="#">Click Here</a>	<a href="#">Click Here</a>
String comparison			<a href="#">Click Here</a>	<a href="#">Click Here</a>
String concatenation			<a href="#">Click Here</a>	<a href="#">Click Here</a>
String interpolation (included)			<a href="#">Click Here</a>	<a href="#">Click Here</a>
String length			<a href="#">Click Here</a>	<a href="#">Click Here</a>
String matching			<a href="#">Click Here</a>	<a href="#">Click Here</a>

Project Name	Project Description	Category	Link to Project Description	Link to Project Solution
String prepend			<a href="#">Click Here</a>	<a href="#">Click Here</a>
Strip a set of characters from a string			<a href="#">Click Here</a>	<a href="#">Click Here</a>
Strip block comments			<a href="#">Click Here</a>	<a href="#">Click Here</a>
Strip comments from a string			<a href="#">Click Here</a>	<a href="#">Click Here</a>
Strip control codes and extended characters from a string			<a href="#">Click Here</a>	<a href="#">Click Here</a>
Strip whitespace from a string/Top and tail			<a href="#">Click Here</a>	<a href="#">Click Here</a>
Subleq			<a href="#">Click Here</a>	<a href="#">Click Here</a>
Substring			<a href="#">Click Here</a>	<a href="#">Click Here</a>
Substring/Top and tail			<a href="#">Click Here</a>	<a href="#">Click Here</a>
Subtractive generator			<a href="#">Click Here</a>	<a href="#">Click Here</a>
Sudoku			<a href="#">Click Here</a>	<a href="#">Click Here</a>
Sum and product of an array			<a href="#">Click Here</a>	<a href="#">Click Here</a>
Sum digits of an integer			<a href="#">Click Here</a>	<a href="#">Click Here</a>
Sum multiples of 3 and 5			<a href="#">Click Here</a>	<a href="#">Click Here</a>
Sum of a series			<a href="#">Click Here</a>	<a href="#">Click Here</a>
Sum of squares			<a href="#">Click Here</a>	<a href="#">Click Here</a>
Sutherland-Hodgman polygon clipping			<a href="#">Click Here</a>	<a href="#">Click Here</a>
Symmetric difference			<a href="#">Click Here</a>	<a href="#">Click Here</a>
Synchronous concurrency			<a href="#">Click Here</a>	<a href="#">Click Here</a>
System time			<a href="#">Click Here</a>	<a href="#">Click Here</a>
Table creation/Postal addresses			<a href="#">Click Here</a>	<a href="#">Click Here</a>
Take notes on the command line			<a href="#">Click Here</a>	<a href="#">Click Here</a>
Temperature conversion			<a href="#">Click Here</a>	<a href="#">Click Here</a>
Terminal control/Clear the screen			<a href="#">Click Here</a>	<a href="#">Click Here</a>
Terminal control/Coloured text			<a href="#">Click Here</a>	<a href="#">Click Here</a>
Terminal control/Cursor movement			<a href="#">Click Here</a>	<a href="#">Click Here</a>
Terminal control/Cursor positioning			<a href="#">Click Here</a>	<a href="#">Click Here</a>
Terminal control/Dimensions			<a href="#">Click Here</a>	<a href="#">Click Here</a>
Terminal control/Display an extended character			<a href="#">Click Here</a>	<a href="#">Click Here</a>
Terminal control/Hiding the cursor			<a href="#">Click Here</a>	<a href="#">Click Here</a>
Terminal control/Inverse video			<a href="#">Click Here</a>	<a href="#">Click Here</a>
Terminal control/Positional read			<a href="#">Click Here</a>	<a href="#">Click Here</a>
Terminal control/Preserve screen			<a href="#">Click Here</a>	<a href="#">Click Here</a>
Terminal control/Ringing the terminal bell			<a href="#">Click Here</a>	<a href="#">Click Here</a>
Terminal control/Unicode output			<a href="#">Click Here</a>	<a href="#">Click Here</a>
Ternary logic			<a href="#">Click Here</a>	<a href="#">Click Here</a>
Test a function			<a href="#">Click Here</a>	<a href="#">Click Here</a>

Project Name	Project Description	Category	Link to Project Description	Link to Project Solution
Text processing/1			<a href="#">Click Here</a>	<a href="#">Click Here</a>
Text processing/2			<a href="#">Click Here</a>	<a href="#">Click Here</a>
Text processing/Max licenses in use			<a href="#">Click Here</a>	<a href="#">Click Here</a>
Textonyms			<a href="#">Click Here</a>	<a href="#">Click Here</a>
The ISAAC Cipher			<a href="#">Click Here</a>	<a href="#">Click Here</a>
The Twelve Days of Christmas			<a href="#">Click Here</a>	<a href="#">Click Here</a>
Thiele's interpolation formula			<a href="#">Click Here</a>	<a href="#">Click Here</a>
Thue-Morse			<a href="#">Click Here</a>	<a href="#">Click Here</a>
Tic-tac-toe			<a href="#">Click Here</a>	<a href="#">Click Here</a>
Time a function			<a href="#">Click Here</a>	<a href="#">Click Here</a>
Tokenize a string			<a href="#">Click Here</a>	<a href="#">Click Here</a>
Top rank per group			<a href="#">Click Here</a>	<a href="#">Click Here</a>
Topic variable			<a href="#">Click Here</a>	<a href="#">Click Here</a>
Topological sort			<a href="#">Click Here</a>	<a href="#">Click Here</a>
Topswops			<a href="#">Click Here</a>	<a href="#">Click Here</a>
Total circles area			<a href="#">Click Here</a>	<a href="#">Click Here</a>
Towers of Hanoi			<a href="#">Click Here</a>	<a href="#">Click Here</a>
Tree traversal			<a href="#">Click Here</a>	<a href="#">Click Here</a>
Trigonometric functions			<a href="#">Click Here</a>	<a href="#">Click Here</a>
Truncatable primes			<a href="#">Click Here</a>	<a href="#">Click Here</a>
Truncate a file			<a href="#">Click Here</a>	<a href="#">Click Here</a>
Twelve statements			<a href="#">Click Here</a>	<a href="#">Click Here</a>
Ulam spiral (for primes)			<a href="#">Click Here</a>	<a href="#">Click Here</a>
Unbias a random generator			<a href="#">Click Here</a>	<a href="#">Click Here</a>
Undefined values			<a href="#">Click Here</a>	<a href="#">Click Here</a>
Unicode strings			<a href="#">Click Here</a>	<a href="#">Click Here</a>
Unicode variable names			<a href="#">Click Here</a>	<a href="#">Click Here</a>
Universal Turing machine			<a href="#">Click Here</a>	<a href="#">Click Here</a>
Unix/ls			<a href="#">Click Here</a>	<a href="#">Click Here</a>
Update a configuration file			<a href="#">Click Here</a>	<a href="#">Click Here</a>
URL decoding			<a href="#">Click Here</a>	<a href="#">Click Here</a>
URL encoding			<a href="#">Click Here</a>	<a href="#">Click Here</a>
URL parser			<a href="#">Click Here</a>	<a href="#">Click Here</a>
Use another language to call a function			<a href="#">Click Here</a>	<a href="#">Click Here</a>
User input/Graphical			<a href="#">Click Here</a>	<a href="#">Click Here</a>
User input/Text			<a href="#">Click Here</a>	<a href="#">Click Here</a>
Vampire number			<a href="#">Click Here</a>	<a href="#">Click Here</a>

Project Name	Project Description	Category	Link to Project Description	Link to Project Solution
Van der Corput sequence			<a href="#">Click Here</a>	<a href="#">Click Here</a>
Variable size/Get			<a href="#">Click Here</a>	<a href="#">Click Here</a>
Variable size/Set			<a href="#">Click Here</a>	<a href="#">Click Here</a>
Variable-length quantity			<a href="#">Click Here</a>	<a href="#">Click Here</a>
Variables			<a href="#">Click Here</a>	<a href="#">Click Here</a>
Variadic function			<a href="#">Click Here</a>	<a href="#">Click Here</a>
Vector products			<a href="#">Click Here</a>	<a href="#">Click Here</a>
Verify distribution uniformity/Chi-squared test			<a href="#">Click Here</a>	<a href="#">Click Here</a>
Verify distribution uniformity/Naive			<a href="#">Click Here</a>	<a href="#">Click Here</a>
Video display modes			<a href="#">Click Here</a>	<a href="#">Click Here</a>
Visualize a tree			<a href="#">Click Here</a>	<a href="#">Click Here</a>
Vogel's approximation method			<a href="#">Click Here</a>	<a href="#">Click Here</a>
Voronoi diagram			<a href="#">Click Here</a>	<a href="#">Click Here</a>
Walk a directory/Non-recursively			<a href="#">Click Here</a>	<a href="#">Click Here</a>
Walk a directory/Recursively			<a href="#">Click Here</a>	<a href="#">Click Here</a>
Web scraping			<a href="#">Click Here</a>	<a href="#">Click Here</a>
Window creation			<a href="#">Click Here</a>	<a href="#">Click Here</a>
Window creation/X11			<a href="#">Click Here</a>	<a href="#">Click Here</a>
Window management			<a href="#">Click Here</a>	<a href="#">Click Here</a>
Wireworld			<a href="#">Click Here</a>	<a href="#">Click Here</a>
Word wrap			<a href="#">Click Here</a>	<a href="#">Click Here</a>
World Cup group stage			<a href="#">Click Here</a>	<a href="#">Click Here</a>
Write entire file			<a href="#">Click Here</a>	<a href="#">Click Here</a>
Write float arrays to a text file			<a href="#">Click Here</a>	<a href="#">Click Here</a>
Write language name in 3D ASCII			<a href="#">Click Here</a>	<a href="#">Click Here</a>
Write to Windows event log			<a href="#">Click Here</a>	<a href="#">Click Here</a>
Xiaolin Wu's line algorithm			<a href="#">Click Here</a>	<a href="#">Click Here</a>
XML/DOM serialization			<a href="#">Click Here</a>	<a href="#">Click Here</a>
XML/Input			<a href="#">Click Here</a>	<a href="#">Click Here</a>
XML/Output			<a href="#">Click Here</a>	<a href="#">Click Here</a>
XML/XPath			<a href="#">Click Here</a>	<a href="#">Click Here</a>
Y combinator			<a href="#">Click Here</a>	<a href="#">Click Here</a>
Yahoo! search interface			<a href="#">Click Here</a>	<a href="#">Click Here</a>
Yin and yang			<a href="#">Click Here</a>	<a href="#">Click Here</a>
Zebra puzzle			<a href="#">Click Here</a>	<a href="#">Click Here</a>
Zeckendorf arithmetic			<a href="#">Click Here</a>	<a href="#">Click Here</a>
Zeckendorf number representation			<a href="#">Click Here</a>	<a href="#">Click Here</a>

Project Name	Project Description	Category	Link to Project Description	Link to Project Solution
Zero to the zero power			<a href="#">Click Here</a>	<a href="#">Click Here</a>
Zhang-Suen thinning algorithm			<a href="#">Click Here</a>	<a href="#">Click Here</a>
Zig-zag matrix			<a href="#">Click Here</a>	<a href="#">Click Here</a>
Multiples of 3 and 5			<a href="#">Click Here</a>	
Even Fibonacci numbers			<a href="#">Click Here</a>	
Largest prime factor			<a href="#">Click Here</a>	
Largest palindrome product			<a href="#">Click Here</a>	
Smallest multiple			<a href="#">Click Here</a>	
Sum square difference			<a href="#">Click Here</a>	
10001st prime			<a href="#">Click Here</a>	
Largest product in a series			<a href="#">Click Here</a>	
Special Pythagorean triplet			<a href="#">Click Here</a>	
Summation of primes			<a href="#">Click Here</a>	
Largest product in a grid			<a href="#">Click Here</a>	
Highly divisible triangular number			<a href="#">Click Here</a>	
Large sum			<a href="#">Click Here</a>	
Longest Collatz sequence			<a href="#">Click Here</a>	
Lattice paths			<a href="#">Click Here</a>	
Power digit sum			<a href="#">Click Here</a>	
Number letter counts			<a href="#">Click Here</a>	
Maximum path sum I			<a href="#">Click Here</a>	
Counting Sundays			<a href="#">Click Here</a>	
Factorial digit sum			<a href="#">Click Here</a>	
Amicable numbers			<a href="#">Click Here</a>	
Names scores			<a href="#">Click Here</a>	
Non-abundant sums			<a href="#">Click Here</a>	
Lexicographic permutations			<a href="#">Click Here</a>	
1000-digit Fibonacci number			<a href="#">Click Here</a>	
Reciprocal cycles			<a href="#">Click Here</a>	
Quadratic primes			<a href="#">Click Here</a>	
Number spiral diagonals			<a href="#">Click Here</a>	
Distinct powers			<a href="#">Click Here</a>	
Digit fifth powers			<a href="#">Click Here</a>	
Coin sums			<a href="#">Click Here</a>	
Pandigital products			<a href="#">Click Here</a>	
Digit cancelling fractions			<a href="#">Click Here</a>	
Digit factorials			<a href="#">Click Here</a>	

Project Name	Project Description	Category	Link to Project Description	Link to Project Solution
Circular primes			<a href="#">Click Here</a>	
Double-base palindromes			<a href="#">Click Here</a>	
Truncatable primes			<a href="#">Click Here</a>	
Pandigital multiples			<a href="#">Click Here</a>	
Integer right triangles			<a href="#">Click Here</a>	
Champernowne's constant			<a href="#">Click Here</a>	
Pandigital prime			<a href="#">Click Here</a>	
Coded triangle numbers			<a href="#">Click Here</a>	
Sub-string divisibility			<a href="#">Click Here</a>	
Pentagon numbers			<a href="#">Click Here</a>	
Triangular, pentagonal, and hexagonal			<a href="#">Click Here</a>	
Goldbach's other conjecture			<a href="#">Click Here</a>	
Distinct primes factors			<a href="#">Click Here</a>	
Self powers			<a href="#">Click Here</a>	
Prime permutations			<a href="#">Click Here</a>	
Consecutive prime sum			<a href="#">Click Here</a>	
Prime digit replacements			<a href="#">Click Here</a>	
Permuted multiples			<a href="#">Click Here</a>	
Combinatoric selections			<a href="#">Click Here</a>	
Poker hands			<a href="#">Click Here</a>	
Lychrel numbers			<a href="#">Click Here</a>	
Powerful digit sum			<a href="#">Click Here</a>	
Square root convergents			<a href="#">Click Here</a>	
Spiral primes			<a href="#">Click Here</a>	
XOR decryption			<a href="#">Click Here</a>	
Prime pair sets			<a href="#">Click Here</a>	
Cyclical figurate numbers			<a href="#">Click Here</a>	
Cubic permutations			<a href="#">Click Here</a>	
Powerful digit counts			<a href="#">Click Here</a>	
Odd period square roots			<a href="#">Click Here</a>	
Convergents of e			<a href="#">Click Here</a>	
Diophantine equation			<a href="#">Click Here</a>	
Maximum path sum II			<a href="#">Click Here</a>	
Magic 5-gon ring			<a href="#">Click Here</a>	
Totient maximum			<a href="#">Click Here</a>	
Totient permutation			<a href="#">Click Here</a>	
Ordered fractions			<a href="#">Click Here</a>	

Project Name	Project Description	Category	Link to Project Description	Link to Project Solution
Counting fractions			<a href="#">Click Here</a>	
Counting fractions in a range			<a href="#">Click Here</a>	
Digit factorial chains			<a href="#">Click Here</a>	
Singular integer right triangles			<a href="#">Click Here</a>	
Counting summations			<a href="#">Click Here</a>	
Prime summations			<a href="#">Click Here</a>	
Coin partitions			<a href="#">Click Here</a>	
Passcode derivation			<a href="#">Click Here</a>	
Square root digital expansion			<a href="#">Click Here</a>	
Path sum: two ways			<a href="#">Click Here</a>	
Path sum: three ways			<a href="#">Click Here</a>	
Path sum: four ways			<a href="#">Click Here</a>	
Monopoly odds			<a href="#">Click Here</a>	
Counting rectangles			<a href="#">Click Here</a>	
Cuboid route			<a href="#">Click Here</a>	
Prime power triples			<a href="#">Click Here</a>	
Product-sum numbers			<a href="#">Click Here</a>	
Roman numerals			<a href="#">Click Here</a>	
Cube digit pairs			<a href="#">Click Here</a>	
Right triangles with integer coordinates			<a href="#">Click Here</a>	
Square digit chains			<a href="#">Click Here</a>	
Arithmetic expressions			<a href="#">Click Here</a>	
Almost equilateral triangles			<a href="#">Click Here</a>	
Amicable chains			<a href="#">Click Here</a>	
Su Doku			<a href="#">Click Here</a>	
Large non-Mersenne prime			<a href="#">Click Here</a>	
Anagramic squares			<a href="#">Click Here</a>	
Largest exponential			<a href="#">Click Here</a>	
Arranged probability			<a href="#">Click Here</a>	
Optimum polynomial			<a href="#">Click Here</a>	
Triangle containment			<a href="#">Click Here</a>	
Special subset sums: optimum			<a href="#">Click Here</a>	
Pandigital Fibonacci ends			<a href="#">Click Here</a>	
Special subset sums: testing			<a href="#">Click Here</a>	
Special subset sums: meta-testing			<a href="#">Click Here</a>	
Minimal network			<a href="#">Click Here</a>	
Diophantine reciprocals I			<a href="#">Click Here</a>	



Project Name	Project Description	Category	Link to Project Description	Link to Project Solution
Darts			<a href="#">Click Here</a>	
Diophantine reciprocals II			<a href="#">Click Here</a>	
Primes with runs			<a href="#">Click Here</a>	
Bouncy numbers			<a href="#">Click Here</a>	
Non-bouncy numbers			<a href="#">Click Here</a>	
Counting block combinations I			<a href="#">Click Here</a>	
Counting block combinations II			<a href="#">Click Here</a>	
Red, green or blue tiles			<a href="#">Click Here</a>	
Red, green, and blue tiles			<a href="#">Click Here</a>	
Pandigital prime sets			<a href="#">Click Here</a>	
Digit power sum			<a href="#">Click Here</a>	
Square remainders			<a href="#">Click Here</a>	
Disc game prize fund			<a href="#">Click Here</a>	
Efficient exponentiation			<a href="#">Click Here</a>	
Prime square remainders			<a href="#">Click Here</a>	
Ordered radicals			<a href="#">Click Here</a>	
Palindromic sums			<a href="#">Click Here</a>	
Cuboid layers			<a href="#">Click Here</a>	
abc-hits			<a href="#">Click Here</a>	
Hexagonal tile differences			<a href="#">Click Here</a>	
Repunit divisibility			<a href="#">Click Here</a>	
Composites with prime repunit property			<a href="#">Click Here</a>	
Prime cube partnership			<a href="#">Click Here</a>	
Large repunit factors			<a href="#">Click Here</a>	
Repunit nonfactors			<a href="#">Click Here</a>	
Prime pair connection			<a href="#">Click Here</a>	
Same differences			<a href="#">Click Here</a>	
Singleton difference			<a href="#">Click Here</a>	
Fibonacci golden nuggets			<a href="#">Click Here</a>	
Special isosceles triangles			<a href="#">Click Here</a>	
Pythagorean tiles			<a href="#">Click Here</a>	
Modified Fibonacci golden nuggets			<a href="#">Click Here</a>	
Investigating progressive numbers,			<a href="#">Click Here</a>	
Perfect Square Collection			<a href="#">Click Here</a>	
Investigating the Torricelli point of a triangle			<a href="#">Click Here</a>	
Investigating multiple reflections of a laser beam			<a href="#">Click Here</a>	
How many reversible numbers are there below one-billion?			<a href="#">Click Here</a>	

Project Name	Project Description	Category	Link to Project Description	Link to Project Solution
Investigating a Prime Pattern			<a href="#">Click Here</a>	
Rectangles in cross-hatched grids			<a href="#">Click Here</a>	
Exploring Pascal's triangle			<a href="#">Click Here</a>	
Searching for a maximum-sum subsequence			<a href="#">Click Here</a>	
Searching a triangular array for a sub-triangle having minimum-sum			<a href="#">Click Here</a>	
Paper sheets of standard sizes: an expected-value problem			<a href="#">Click Here</a>	
Writing $1/2$ as a sum of inverse squares			<a href="#">Click Here</a>	
Investigating Gaussian Integers			<a href="#">Click Here</a>	
Exploring Pascal's pyramid			<a href="#">Click Here</a>	
Counting Capacitor Circuits			<a href="#">Click Here</a>	
Counting Digits			<a href="#">Click Here</a>	
Solving the diophantine equation			<a href="#">Click Here</a>	
Exploring strings for which only one character comes lexicographically after its neighbour to the left			<a href="#">Click Here</a>	
Digital root sums of factorisations			<a href="#">Click Here</a>	
Factorial trailing digits			<a href="#">Click Here</a>	
Triominoes			<a href="#">Click Here</a>	
Hexadecimal numbers			<a href="#">Click Here</a>	
Cross-hatched triangles			<a href="#">Click Here</a>	
Numbers for which no three consecutive digits have a sum greater than a given value			<a href="#">Click Here</a>	
Intersections			<a href="#">Click Here</a>	
Criss Cross			<a href="#">Click Here</a>	
Investigating Ulam sequences			<a href="#">Click Here</a>	
Number Rotations			<a href="#">Click Here</a>	
Exploring the number of different ways a number can be expressed as a sum of powers of 2			<a href="#">Click Here</a>	
Find the largest 0 to 9 pandigital that can be formed by concatenating products			<a href="#">Click Here</a>	
Finding numbers for which the sum of the squares of the digits is a square			<a href="#">Click Here</a>	
Investigating numbers with few repeated digits			<a href="#">Click Here</a>	
Using up to one million tiles how many different "hollow" square laminae can be formed?			<a href="#">Click Here</a>	
Counting the number of "hollow" square laminae that can form one, two, three, ... distinct arrangements			<a href="#">Click Here</a>	
Fractions involving the number of different ways a number can be expressed as a sum of powers of 2			<a href="#">Click Here</a>	
Right-angled triangles that share a cathetus			<a href="#">Click Here</a>	
Integer angled Quadrilaterals			<a href="#">Click Here</a>	
Step Numbers			<a href="#">Click Here</a>	
Consecutive positive divisors			<a href="#">Click Here</a>	
Rational zeros of a function of three variables			<a href="#">Click Here</a>	
Investigating in how many ways objects of two different colours can be grouped			<a href="#">Click Here</a>	
RSA encryption			<a href="#">Click Here</a>	

Project Name	Project Description	Category	Link to Project Description	Link to Project Solution
Maximum product of parts			<a href="#">Click Here</a>	
Triangles containing the origin			<a href="#">Click Here</a>	
Number Mind			<a href="#">Click Here</a>	
Connectedness of a network			<a href="#">Click Here</a>	
Semiprimes			<a href="#">Click Here</a>	
The hyperexponentiation of a number			<a href="#">Click Here</a>	
Tri-colouring a triangular grid			<a href="#">Click Here</a>	
Maximising a weighted product			<a href="#">Click Here</a>	
Prize Strings			<a href="#">Click Here</a>	
Best Approximations			<a href="#">Click Here</a>	
Squarefree Numbers			<a href="#">Click Here</a>	
Coloured Configurations			<a href="#">Click Here</a>	
Inscribed circles of triangles with one angle of 60 degrees			<a href="#">Click Here</a>	
Prime triplets			<a href="#">Click Here</a>	
Investigating the behaviour of a recursively defined sequence			<a href="#">Click Here</a>	
Ambiguous Numbers			<a href="#">Click Here</a>	
Iterative Circle Packing			<a href="#">Click Here</a>	
Find the 200th prime-proof sqube containing the contiguous sub-string "200"			<a href="#">Click Here</a>	
Subsets with a unique sum			<a href="#">Click Here</a>	
Laserbeam			<a href="#">Click Here</a>	
Squarefree Binomial Coefficients			<a href="#">Click Here</a>	
Generalised Hamming Numbers			<a href="#">Click Here</a>	
Dice Game			<a href="#">Click Here</a>	
Concealed Square			<a href="#">Click Here</a>	
Integer partition equations			<a href="#">Click Here</a>	
Robot Walks			<a href="#">Click Here</a>	
Circular Logic			<a href="#">Click Here</a>	
Obtuse Angled Triangles			<a href="#">Click Here</a>	
Divisor Square Sum			<a href="#">Click Here</a>	
Combined Volume of Cuboids			<a href="#">Click Here</a>	
Flea Circus			<a href="#">Click Here</a>	
Totient Chains			<a href="#">Click Here</a>	
Crack-free Walls			<a href="#">Click Here</a>	
Investigating the primality of numbers of the form 2			<a href="#">Click Here</a>	
Balanced Numbers			<a href="#">Click Here</a>	
Perfect right-angled triangles			<a href="#">Click Here</a>	
Skew-cost coding			<a href="#">Click Here</a>	

Project Name	Project Description	Category	Link to Project Description	Link to Project Solution
Heighway Dragon			<a href="#">Click Here</a>	
Alexandrian Integers			<a href="#">Click Here</a>	
Sphere Packing			<a href="#">Click Here</a>	
Almost right-angled triangles I			<a href="#">Click Here</a>	
Almost right-angled triangles II			<a href="#">Click Here</a>	
Tribonacci non-divisors			<a href="#">Click Here</a>	
A Scoop of Blancmange			<a href="#">Click Here</a>	
The Chase			<a href="#">Click Here</a>	
Minkowski Sums			<a href="#">Click Here</a>	
Four Representations using Squares			<a href="#">Click Here</a>	
Fibonacci Words			<a href="#">Click Here</a>	
The prime factorisation of binomial coefficients			<a href="#">Click Here</a>	
The Race			<a href="#">Click Here</a>	
Lattice points on a circle			<a href="#">Click Here</a>	
Semidivisible numbers			<a href="#">Click Here</a>	
An Arithmetic Geometric sequence			<a href="#">Click Here</a>	
Luxury Hampers			<a href="#">Click Here</a>	
Tours on a 4 x n playing board			<a href="#">Click Here</a>	
Infinite string tour			<a href="#">Click Here</a>	
Twenty-two Foolish Primes			<a href="#">Click Here</a>	
Top Dice			<a href="#">Click Here</a>	
Perfection Quotients			<a href="#">Click Here</a>	
Odd Triplets			<a href="#">Click Here</a>	
Resilience			<a href="#">Click Here</a>	
Sliders			<a href="#">Click Here</a>	
Coresilience			<a href="#">Click Here</a>	
Tangents to an ellipse			<a href="#">Click Here</a>	
Squares under a hyperbola			<a href="#">Click Here</a>	
Numbers for which Euler's totient function equals 13!			<a href="#">Click Here</a>	
Prime Subset Sums			<a href="#">Click Here</a>	
	250250		<a href="#">Click Here</a>	
Cardano Triplets			<a href="#">Click Here</a>	
Convex Holes			<a href="#">Click Here</a>	
Tidying up			<a href="#">Click Here</a>	
Sums of Digit Factorials			<a href="#">Click Here</a>	
Rounded Square Roots			<a href="#">Click Here</a>	
Tatami-Free Rooms			<a href="#">Click Here</a>	

Project Name	Project Description	Category	Link to Project Description	Link to Project Solution
Angular Bisectors			<a href="#">Click Here</a>	
A lagged Fibonacci sequence			<a href="#">Click Here</a>	
Reachable Numbers			<a href="#">Click Here</a>	
Stone Game			<a href="#">Click Here</a>	
Pivotal Square Sums			<a href="#">Click Here</a>	
Mountain Range			<a href="#">Click Here</a>	
An engineers' dream come true			<a href="#">Click Here</a>	
Triangle Centres			<a href="#">Click Here</a>	
Binary Circles			<a href="#">Click Here</a>	
Pseudo Square Root			<a href="#">Click Here</a>	
Billionaire			<a href="#">Click Here</a>	
Counting numbers with at least four distinct prime factors less than 100			<a href="#">Click Here</a>	
Polynomials with at least one integer root			<a href="#">Click Here</a>	
Cutting Squares			<a href="#">Click Here</a>	
Modular Cubes, part 1			<a href="#">Click Here</a>	
Modular Cubes, part 2			<a href="#">Click Here</a>	
Sum of Squares			<a href="#">Click Here</a>	
Divisibility Multipliers			<a href="#">Click Here</a>	
Balanced Sculptures			<a href="#">Click Here</a>	
Primitive Triangles			<a href="#">Click Here</a>	
A Modified Collatz sequence			<a href="#">Click Here</a>	
Linear Combinations of Semiprimes			<a href="#">Click Here</a>	
Triangles with integral sides and an integral angle			<a href="#">Click Here</a>	
Ant and seeds			<a href="#">Click Here</a>	
Pizza Toppings			<a href="#">Click Here</a>	
The Ackermann function			<a href="#">Click Here</a>	
Integer sided triangles for which the area/perimeter ratio is integral			<a href="#">Click Here</a>	
Steady Squares			<a href="#">Click Here</a>	
Pythagorean odds			<a href="#">Click Here</a>	
Scoring probabilities			<a href="#">Click Here</a>	
Quadtree encoding (a simple compression algorithm)			<a href="#">Click Here</a>	
An enormous factorial			<a href="#">Click Here</a>	
Eulerian Cycles			<a href="#">Click Here</a>	
Digital Signature			<a href="#">Click Here</a>	
Panaitopol Primes			<a href="#">Click Here</a>	
Pythagorean Polygons			<a href="#">Click Here</a>	
Pseudo-Fortunate Numbers			<a href="#">Click Here</a>	

Project Name	Project Description	Category	Link to Project Description	Link to Project Solution
Sum of digits - experience #23			<a href="#">Click Here</a>	
Lenticular holes			<a href="#">Click Here</a>	
Angular Bisector and Tangent			<a href="#">Click Here</a>	
Zeckendorf Representation			<a href="#">Click Here</a>	
Selective Amnesia			<a href="#">Click Here</a>	
Three similar triangles			<a href="#">Click Here</a>	
Protein folding			<a href="#">Click Here</a>	
Nim			<a href="#">Click Here</a>	
Strong Achilles Numbers			<a href="#">Click Here</a>	
Multiples with small digits			<a href="#">Click Here</a>	
Primonacci			<a href="#">Click Here</a>	
Reflexive Position			<a href="#">Click Here</a>	
Paper-strip Game			<a href="#">Click Here</a>	
Chip Defects			<a href="#">Click Here</a>	
An amazing Prime-generating Automaton			<a href="#">Click Here</a>	
Integer Ladders			<a href="#">Click Here</a>	
Nim Square			<a href="#">Click Here</a>	
Biclinic Integral Quadrilaterals			<a href="#">Click Here</a>	
Cyclic paths on Sierpiński graphs			<a href="#">Click Here</a>	
Sliding game			<a href="#">Click Here</a>	
The Mouse on the Moon			<a href="#">Click Here</a>	
Digital root clocks			<a href="#">Click Here</a>	
Numbers in decimal expansions			<a href="#">Click Here</a>	
Firecracker			<a href="#">Click Here</a>	
2011 nines			<a href="#">Click Here</a>	
Bounded Sequences			<a href="#">Click Here</a>	
Factorials divisible by a huge integer			<a href="#">Click Here</a>	
Swapping Counters			<a href="#">Click Here</a>	
Binomial coefficients divisible by 10			<a href="#">Click Here</a>	
Bitwise-OR operations on random integers			<a href="#">Click Here</a>	
Building a tower			<a href="#">Click Here</a>	
Stone Game II			<a href="#">Click Here</a>	
Modulo Summations			<a href="#">Click Here</a>	
Rooms of Doom			<a href="#">Click Here</a>	
Lowest-cost Search			<a href="#">Click Here</a>	
Prime Frog			<a href="#">Click Here</a>	
Euler's Number			<a href="#">Click Here</a>	

Project Name	Project Description	Category	Link to Project Description	Link to Project Solution
Cross flips			<a href="#">Click Here</a>	
Spherical triangles			<a href="#">Click Here</a>	
Special partitions			<a href="#">Click Here</a>	
Spilling the beans			<a href="#">Click Here</a>	
Gathering the beans			<a href="#">Click Here</a>	
Maximix Arrangements			<a href="#">Click Here</a>	
Totient Stairstep Sequences			<a href="#">Click Here</a>	
Cutting Rectangular Grid Paper			<a href="#">Click Here</a>	
Peredur fab Efwarg			<a href="#">Click Here</a>	
Crazy Function			<a href="#">Click Here</a>	
Golomb's self-describing sequence			<a href="#">Click Here</a>	
The totient of a square is a cube			<a href="#">Click Here</a>	
Fractional Sequences			<a href="#">Click Here</a>	
Silver dollar game			<a href="#">Click Here</a>	
Matrix Sum			<a href="#">Click Here</a>	
Strong Repunits			<a href="#">Click Here</a>	
Largest integer divisible by two primes			<a href="#">Click Here</a>	
Sum of a square and a cube			<a href="#">Click Here</a>	
Langton's ant			<a href="#">Click Here</a>	
Constraining the least greatest and the greatest least			<a href="#">Click Here</a>	
Hexagonal orchards			<a href="#">Click Here</a>	
Blood tests			<a href="#">Click Here</a>	
Risky moon			<a href="#">Click Here</a>	
Distances in a bee's honeycomb			<a href="#">Click Here</a>	
Maximal coprime subset			<a href="#">Click Here</a>	
Largest roots of cubic polynomials			<a href="#">Click Here</a>	
Prime generating integers			<a href="#">Click Here</a>	
Cyclic numbers			<a href="#">Click Here</a>	
Hilbert's New Hotel			<a href="#">Click Here</a>	
Scary Sphere			<a href="#">Click Here</a>	
Subsequence of Thue-Morse sequence			<a href="#">Click Here</a>	
Squarefree factors			<a href="#">Click Here</a>	
Bézier Curves			<a href="#">Click Here</a>	
Comfortable distance			<a href="#">Click Here</a>	
A huge binomial coefficient			<a href="#">Click Here</a>	
Stone Game III			<a href="#">Click Here</a>	
Bozo sort			<a href="#">Click Here</a>	

Project Name	Project Description	Category	Link to Project Description	Link to Project Solution
A Kempner-like series			<a href="#">Click Here</a>	
Badugi			<a href="#">Click Here</a>	
Geometric triangles			<a href="#">Click Here</a>	
Licence plates			<a href="#">Click Here</a>	
Pencils of rays			<a href="#">Click Here</a>	
Circumscribed Circles			<a href="#">Click Here</a>	
Maximum Integer Partition Product			<a href="#">Click Here</a>	
Minimum of subsequences			<a href="#">Click Here</a>	
Nontransitive sets of dice			<a href="#">Click Here</a>	
Sum of digits, experience 13			<a href="#">Click Here</a>	
Triangle Triples			<a href="#">Click Here</a>	
Least common multiple count			<a href="#">Click Here</a>	
Amazing Mazes!			<a href="#">Click Here</a>	
(prime-k) factorial			<a href="#">Click Here</a>	
Generating polygons			<a href="#">Click Here</a>	
Divisibility comparison between factorials			<a href="#">Click Here</a>	
Rudin-Shapiro sequence			<a href="#">Click Here</a>	
Ellipses inside triangles			<a href="#">Click Here</a>	
Maximum length of an antichain			<a href="#">Click Here</a>	
Harshad Numbers			<a href="#">Click Here</a>	
Distinct Lines			<a href="#">Click Here</a>	
Platonic Dice			<a href="#">Click Here</a>	
Triangles with non rational sides and integral area			<a href="#">Click Here</a>	
Hopping Game			<a href="#">Click Here</a>	
Enmeshed unit circle			<a href="#">Click Here</a>	
Migrating ants			<a href="#">Click Here</a>	
Eating pie			<a href="#">Click Here</a>	
Pythagorean tree			<a href="#">Click Here</a>	
Weak Goodstein sequence			<a href="#">Click Here</a>	
Triangle on parabola			<a href="#">Click Here</a>	
Cutting rope			<a href="#">Click Here</a>	
Squarefree Fibonacci Numbers			<a href="#">Click Here</a>	
Fibonacci tree game			<a href="#">Click Here</a>	
Sum of squares of divisors			<a href="#">Click Here</a>	
Integer-valued polynomials			<a href="#">Click Here</a>	
Lattice points enclosed by parabola and line			<a href="#">Click Here</a>	
Crisscross Ellipses			<a href="#">Click Here</a>	



Project Name	Project Description	Category	Link to Project Description	Link to Project Solution
A rectangular tiling			<a href="#">Click Here</a>	
Guessing Game			<a href="#">Click Here</a>	
Idempotents			<a href="#">Click Here</a>	
Admissible paths through a grid			<a href="#">Click Here</a>	
Nim Extreme			<a href="#">Click Here</a>	
Circle and tangent line			<a href="#">Click Here</a>	
Uphill paths			<a href="#">Click Here</a>	
Gnomon numbering			<a href="#">Click Here</a>	
One-child Numbers			<a href="#">Click Here</a>	
Kaprekar constant			<a href="#">Click Here</a>	
Titanic sets			<a href="#">Click Here</a>	
A frog's trip			<a href="#">Click Here</a>	
Reciprocal cycles II			<a href="#">Click Here</a>	
Factorisation triples			<a href="#">Click Here</a>	
Look and say sequence			<a href="#">Click Here</a>	
2x2 positive integer matrix			<a href="#">Click Here</a>	
Prime factors of			<a href="#">Click Here</a>	
Sequence of points on a hyperbola			<a href="#">Click Here</a>	
Consecutive die throws			<a href="#">Click Here</a>	
Kakuro			<a href="#">Click Here</a>	
Prime connection			<a href="#">Click Here</a>	
Box-ball system			<a href="#">Click Here</a>	
n-sequences			<a href="#">Click Here</a>	
Necklace of circles			<a href="#">Click Here</a>	
Sum of squares of unitary divisors			<a href="#">Click Here</a>	
Range flips			<a href="#">Click Here</a>	
Square Space Silo			<a href="#">Click Here</a>	
Totient sum			<a href="#">Click Here</a>	
Steps in Euclid's algorithm			<a href="#">Click Here</a>	
Rigid graphs			<a href="#">Click Here</a>	
Polynomials of Fibonacci numbers			<a href="#">Click Here</a>	
Unfair wager			<a href="#">Click Here</a>	
Fibonacci primitive roots			<a href="#">Click Here</a>	
Integer part of polynomial equation's solutions			<a href="#">Click Here</a>	
Sum of sum of divisors			<a href="#">Click Here</a>	
GCD and Tiling			<a href="#">Click Here</a>	
The inverse summation of coprime couples			<a href="#">Click Here</a>	

Project Name	Project Description	Category	Link to Project Description	Link to Project Solution
Eleven-free integers			<a href="#">Click Here</a>	
GCD sequence			<a href="#">Click Here</a>	
The Roundtable Lottery			<a href="#">Click Here</a>	
Retractions A			<a href="#">Click Here</a>	
Retractions B			<a href="#">Click Here</a>	
Retractions C			<a href="#">Click Here</a>	
Average least common multiple			<a href="#">Click Here</a>	
Chocolate covered candy			<a href="#">Click Here</a>	
Hypocycloid and Lattice points			<a href="#">Click Here</a>	
Modular inverses			<a href="#">Click Here</a>	
Long Products			<a href="#">Click Here</a>	
Lattice Quadrilaterals			<a href="#">Click Here</a>	
Diophantine reciprocals III			<a href="#">Click Here</a>	
Powers With Trailing Digits			<a href="#">Click Here</a>	
Triangles containing the origin II			<a href="#">Click Here</a>	
A polynomial modulo the square of a prime			<a href="#">Click Here</a>	
Permutations of Project			<a href="#">Click Here</a>	
Flipping game			<a href="#">Click Here</a>	
An ant on the move			<a href="#">Click Here</a>	
Almost Pi			<a href="#">Click Here</a>	
Permutation of 3-smooth numbers			<a href="#">Click Here</a>	
A weird recurrence relation			<a href="#">Click Here</a>	
Möbius function and intervals			<a href="#">Click Here</a>	
Polar polygons			<a href="#">Click Here</a>	
Distinct terms in a multiplication table			<a href="#">Click Here</a>	
Superinteger			<a href="#">Click Here</a>	
Smooth divisors of binomial coefficients			<a href="#">Click Here</a>	
Empty chairs			<a href="#">Click Here</a>	
Super Ramvok			<a href="#">Click Here</a>	
Triangle inscribed in ellipse			<a href="#">Click Here</a>	
Comfortable Distance II			<a href="#">Click Here</a>	
Phigital number base			<a href="#">Click Here</a>	
Last digits of divisors			<a href="#">Click Here</a>	
Music festival			<a href="#">Click Here</a>	
Circle Packing II			<a href="#">Click Here</a>	
Number Sequence Game			<a href="#">Click Here</a>	
Mixtures			<a href="#">Click Here</a>	

Project Name	Project Description	Category	Link to Project Description	Link to Project Solution
Roots on the Rise			<a href="#">Click Here</a>	
The Last Question			<a href="#">Click Here</a>	
Chef Showdown			<a href="#">Click Here</a>	
The incenter of a triangle			<a href="#">Click Here</a>	
Repeated permutation			<a href="#">Click Here</a>	
Arithmetic Derivative			<a href="#">Click Here</a>	
Maximum number of divisors			<a href="#">Click Here</a>	
Palindrome-containing strings			<a href="#">Click Here</a>	
Sums of power sums			<a href="#">Click Here</a>	
Unbalanced Nim			<a href="#">Click Here</a>	
Common factors between two sequences			<a href="#">Click Here</a>	
Jumping frog			<a href="#">Click Here</a>	
Double pandigital number divisible by 11			<a href="#">Click Here</a>	
Exploding sequence			<a href="#">Click Here</a>	
Under The Rainbow			<a href="#">Click Here</a>	
Collatz prefix families			<a href="#">Click Here</a>	
Writing n as the product of k distinct positive integers			<a href="#">Click Here</a>	
Incenter and circumcenter of triangle			<a href="#">Click Here</a>	
Drunken Tower of Hanoi			<a href="#">Click Here</a>	
Remainder of polynomial division			<a href="#">Click Here</a>	
St. Petersburg Lottery			<a href="#">Click Here</a>	
Problem 500!!!			<a href="#">Click Here</a>	
Eight Divisors			<a href="#">Click Here</a>	
Counting Castles			<a href="#">Click Here</a>	
Compromise or persist			<a href="#">Click Here</a>	
Square on the Inside			<a href="#">Click Here</a>	
Bidirectional Recurrence			<a href="#">Click Here</a>	
Clock sequence			<a href="#">Click Here</a>	
Shortest Lattice Vector			<a href="#">Click Here</a>	
Integers in base i-1			<a href="#">Click Here</a>	
Divisor Nim			<a href="#">Click Here</a>	
Tangent Circles			<a href="#">Click Here</a>	
Sequences with nice divisibility properties			<a href="#">Click Here</a>	
Sums of totients of powers			<a href="#">Click Here</a>	
Integral median			<a href="#">Click Here</a>	
Geoboard Shapes			<a href="#">Click Here</a>	
Dissonant Numbers			<a href="#">Click Here</a>	

Project Name	Project Description	Category	Link to Project Description	Link to Project Solution
5-smooth totients			<a href="#">Click Here</a>	
A real recursion			<a href="#">Click Here</a>	
Prime triples and geometric sequences			<a href="#">Click Here</a>	
Tricolored Coin Fountains			<a href="#">Click Here</a>	
Simbers			<a href="#">Click Here</a>	
Smallest prime factor			<a href="#">Click Here</a>	
Hilbert's Blackout			<a href="#">Click Here</a>	
First Sort I			<a href="#">Click Here</a>	
First Sort II			<a href="#">Click Here</a>	
Rolling Ellipse			<a href="#">Click Here</a>	
Largest prime factors of consecutive numbers			<a href="#">Click Here</a>	
Randomized Binary Search			<a href="#">Click Here</a>	
Constrained Sums			<a href="#">Click Here</a>	
10-substrings			<a href="#">Click Here</a>	
GCD of Divisors			<a href="#">Click Here</a>	
Chinese leftovers			<a href="#">Click Here</a>	
Nanobots on Geodesics			<a href="#">Click Here</a>	
Minimum values of the Carmichael function			<a href="#">Click Here</a>	
Weak Queens			<a href="#">Click Here</a>	
Fractal Sequence			<a href="#">Click Here</a>	
Modulo power identity			<a href="#">Click Here</a>	
Counting tuples			<a href="#">Click Here</a>	
Maximum quadrilaterals			<a href="#">Click Here</a>	
Odd elimination			<a href="#">Click Here</a>	
Counting primitive Pythagorean triples			<a href="#">Click Here</a>	
Divisibility of Harmonic Number Denominators			<a href="#">Click Here</a>	
Geometric Progression with Maximum Sum			<a href="#">Click Here</a>	
Prime-Sum Numbers			<a href="#">Click Here</a>	
Chromatic Conundrum			<a href="#">Click Here</a>	
Faulhaber's Formulas			<a href="#">Click Here</a>	
Sum "A+B"			<a href="#">Click Here</a>	
Sum in Loop			<a href="#">Click Here</a>	
Sums in Loop			<a href="#">Click Here</a>	
Minimum of Two			<a href="#">Click Here</a>	
Minimum of Three			<a href="#">Click Here</a>	
Maximum of array			<a href="#">Click Here</a>	
Rounding			<a href="#">Click Here</a>	

Project Name	Project Description	Category	Link to Project Description	Link to Project Solution
Fahrenheit to Celsius			<a href="#">Click Here</a>	
Vowel Count			<a href="#">Click Here</a>	
Median of Three			<a href="#">Click Here</a>	
Body Mass Index			<a href="#">Click Here</a>	
Sum of digits			<a href="#">Click Here</a>	
Dice Rolling			<a href="#">Click Here</a>	
Weighted sum of digits			<a href="#">Click Here</a>	
Average of an array			<a href="#">Click Here</a>	
Arithmetic Progression			<a href="#">Click Here</a>	
Array Checksum			<a href="#">Click Here</a>	
Triangles			<a href="#">Click Here</a>	
Array Counters			<a href="#">Click Here</a>	
Reverse String			<a href="#">Click Here</a>	
Collatz Sequence			<a href="#">Click Here</a>	
Modular Calculator			<a href="#">Click Here</a>	
Bubble Sort			<a href="#">Click Here</a>	
Modulo and time difference			<a href="#">Click Here</a>	
Linear Function			<a href="#">Click Here</a>	
Greatest Common Divisor			<a href="#">Click Here</a>	
Sort with Indexes			<a href="#">Click Here</a>	
Fibonacci Sequence			<a href="#">Click Here</a>	
Neumann's Random Generator			<a href="#">Click Here</a>	
Palindromes			<a href="#">Click Here</a>	
Smoothering the Weather			<a href="#">Click Here</a>	
Bubble in Array			<a href="#">Click Here</a>	
Square Root			<a href="#">Click Here</a>	
Rotate String			<a href="#">Click Here</a>	
Bicycle Race			<a href="#">Click Here</a>	
Pythagorean Theorem			<a href="#">Click Here</a>	
Josephus Problem			<a href="#">Click Here</a>	
Bit Count			<a href="#">Click Here</a>	
Double Dice Roll			<a href="#">Click Here</a>	
Savings Calculator			<a href="#">Click Here</a>	
Caesar Shift Cipher			<a href="#">Click Here</a>	
Linear Congruential Generator			<a href="#">Click Here</a>	
Matching Words			<a href="#">Click Here</a>	
Triangle Area			<a href="#">Click Here</a>	

Project Name	Project Description	Category	Link to Project Description	Link to Project Solution
Prime Numbers Generation			<a href="#">Click Here</a>	
Matching Brackets			<a href="#">Click Here</a>	
Rock Paper Scissors			<a href="#">Click Here</a>	
Card Names			<a href="#">Click Here</a>	
Fool's Day 2014			<a href="#">Click Here</a>	
Bulls and Cows			<a href="#">Click Here</a>	
Combinations Counting			<a href="#">Click Here</a>	
Binary Search			<a href="#">Click Here</a>	
Two Printers			<a href="#">Click Here</a>	
Parity Control			<a href="#">Click Here</a>	
Quadratic Equation			<a href="#">Click Here</a>	
Blackjack Counting			<a href="#">Click Here</a>	
Selection Sort			<a href="#">Click Here</a>	
King and Queen			<a href="#">Click Here</a>	
Cards Shuffling			<a href="#">Click Here</a>	
Funny Words Generator			<a href="#">Click Here</a>	
Integer Factorization			<a href="#">Click Here</a>	
Fibonacci Divisibility			<a href="#">Click Here</a>	
Tic-Tac-Toe			<a href="#">Click Here</a>	
Mortgage Calculator			<a href="#">Click Here</a>	
Insertion Sort			<a href="#">Click Here</a>	
Flying Text Screensaver			<a href="#">Click Here</a>	
Anagrams			<a href="#">Click Here</a>	
Share Price Volatility			<a href="#">Click Here</a>	
Tricky Printing			<a href="#">Click Here</a>	
Prime Ranges			<a href="#">Click Here</a>	
Yacht or Dice Poker			<a href="#">Click Here</a>	
Clock Hands			<a href="#">Click Here</a>	
Hexagonal Grid			<a href="#">Click Here</a>	
Code Guesser			<a href="#">Click Here</a>	
Luhn Algorithm			<a href="#">Click Here</a>	
Summing Up			<a href="#">Click Here</a>	
Duel Chances			<a href="#">Click Here</a>	
Pythagorean Triples			<a href="#">Click Here</a>	
Tree Height Measurement			<a href="#">Click Here</a>	
Dungeons and Dragons Dice			<a href="#">Click Here</a>	
QuickSort			<a href="#">Click Here</a>	

Project Name	Project Description	Category	Link to Project Description	Link to Project Solution
Girls and Pigs			<a href="#">Click Here</a>	
Variable Length Code			<a href="#">Click Here</a>	
Convex Polygon Area			<a href="#">Click Here</a>	
Rotation in 2D Space			<a href="#">Click Here</a>	
Most Frequent Word			<a href="#">Click Here</a>	
Caesar Cipher Cracker			<a href="#">Click Here</a>	
Azimuth at Treasure Island			<a href="#">Click Here</a>	
Cloud Altitude Measurement			<a href="#">Click Here</a>	
Tree Builder			<a href="#">Click Here</a>	
Modular Exponentiation			<a href="#">Click Here</a>	
Life is Simple			<a href="#">Click Here</a>	
Brainfuck Interpreter			<a href="#">Click Here</a>	
Brain Fibo			<a href="#">Click Here</a>	
Point to Segment Distance			<a href="#">Click Here</a>	
Say 100			<a href="#">Click Here</a>	
Pitch and Notes			<a href="#">Click Here</a>	
Levenshtein Distance			<a href="#">Click Here</a>	
Reverse Polish Notation			<a href="#">Click Here</a>	
Paths in the Grid			<a href="#">Click Here</a>	
Static Web Page			<a href="#">Click Here</a>	
Basics of HTML			<a href="#">Click Here</a>	
Game of 2048			<a href="#">Click Here</a>	
Simple Linear Regression			<a href="#">Click Here</a>	
Binary Heap			<a href="#">Click Here</a>	
Sequence of Squares			<a href="#">Click Here</a>	
Maze Pathfinder			<a href="#">Click Here</a>	
Instrument Tuner			<a href="#">Click Here</a>	
Gradient Calculation			<a href="#">Click Here</a>	
Sweet Harvest			<a href="#">Click Here</a>	
Fibonacci Divisibility Advanced			<a href="#">Click Here</a>	
Graph Generator			<a href="#">Click Here</a>	
Lexicographic Permutations			<a href="#">Click Here</a>	
Divide by Two			<a href="#">Click Here</a>	
Four Pics One Word			<a href="#">Click Here</a>	
Cycles Detection			<a href="#">Click Here</a>	
Star Medals			<a href="#">Click Here</a>	
Introducing Regexp			<a href="#">Click Here</a>	

Project Name	Project Description	Category	Link to Project Description	Link to Project Solution
Mul Two			<a href="#">Click Here</a>	
Bezier Curves			<a href="#">Click Here</a>	
Copy Line			<a href="#">Click Here</a>	
Variable Length Code Unpack			<a href="#">Click Here</a>	
Dynamic Web Page			<a href="#">Click Here</a>	
Uphill Shooting			<a href="#">Click Here</a>	
Extended Euclidean Algorithm			<a href="#">Click Here</a>	
Transitive Closure on Candy States			<a href="#">Click Here</a>	
Suffix Array			<a href="#">Click Here</a>	
Snake Arcade			<a href="#">Click Here</a>	
Breadth First Search			<a href="#">Click Here</a>	
Binary Search in Array			<a href="#">Click Here</a>	
Loops in Assembly			<a href="#">Click Here</a>	
Bogosort			<a href="#">Click Here</a>	
Billiard Ball			<a href="#">Click Here</a>	
Easter Eggs			<a href="#">Click Here</a>	
Dijkstra in the Network			<a href="#">Click Here</a>	
Starving Priority Queue			<a href="#">Click Here</a>	
Spaceship Weight Fraud			<a href="#">Click Here</a>	
Pawn Move Validator			<a href="#">Click Here</a>	
Depth First Search			<a href="#">Click Here</a>	
Information Entropy			<a href="#">Click Here</a>	
Topological Sorting			<a href="#">Click Here</a>	
Enumerating Combinations			<a href="#">Click Here</a>	
Lucky Tickets			<a href="#">Click Here</a>	
Color Cubes			<a href="#">Click Here</a>	
Safe Landing			<a href="#">Click Here</a>	
Combinations with Repetitions			<a href="#">Click Here</a>	
Query String Parameters			<a href="#">Click Here</a>	
Proper Bracket Sequences			<a href="#">Click Here</a>	
Modular Inverse			<a href="#">Click Here</a>	
Base-32 Encoding			<a href="#">Click Here</a>	
Knapsack of Integers			<a href="#">Click Here</a>	
Huffman Coding			<a href="#">Click Here</a>	
Calculation of Pi			<a href="#">Click Here</a>	
Word Ladders			<a href="#">Click Here</a>	
Shannon-Fano Coding			<a href="#">Click Here</a>	



Project Name	Project Description	Category	Link to Project Description	Link to Project Solution
Nim Game			<a href="#">Click Here</a>	
Lucky Tickets Advanced			<a href="#">Click Here</a>	
Caesar meets BF			<a href="#">Click Here</a>	
Chords of Music			<a href="#">Click Here</a>	
Random Search Optimization			<a href="#">Click Here</a>	
Social Web Scraper			<a href="#">Click Here</a>	
Page Rank			<a href="#">Click Here</a>	
Beam Balance and Masses			<a href="#">Click Here</a>	
Necklace Count			<a href="#">Click Here</a>	
Convex Hull and Farmers			<a href="#">Click Here</a>	
Prn Hex Str			<a href="#">Click Here</a>	
Knapsack Backtracking			<a href="#">Click Here</a>	
Crossing the Road			<a href="#">Click Here</a>	
Public Key Cryptography Intro			<a href="#">Click Here</a>	
Hard Life			<a href="#">Click Here</a>	
Matches Picking			<a href="#">Click Here</a>	
Gangster Battles			<a href="#">Click Here</a>	
Employees Web App			<a href="#">Click Here</a>	
Travelling Salesman			<a href="#">Click Here</a>	
RSA Cryptography			<a href="#">Click Here</a>	
Frodo and Black Riders			<a href="#">Click Here</a>	
Look and Say binary			<a href="#">Click Here</a>	
Fibonacci Randomizer			<a href="#">Click Here</a>	
Travelling Salesman Inverted			<a href="#">Click Here</a>	
Simple 3D Scene			<a href="#">Click Here</a>	
Point in Polygon			<a href="#">Click Here</a>	
LZ77 decompression			<a href="#">Click Here</a>	
Neighborhood of a String			<a href="#">Click Here</a>	
Hamming Codes			<a href="#">Click Here</a>	
Rubik's Cube			<a href="#">Click Here</a>	
Stream Cipher Breaking			<a href="#">Click Here</a>	
Sliding Window Search			<a href="#">Click Here</a>	
Emirp primeE			<a href="#">Click Here</a>	
Ground Zero			<a href="#">Click Here</a>	
Gradient Descent for SLE			<a href="#">Click Here</a>	
Fermat goes hacking RSA			<a href="#">Click Here</a>	
Colliding Balls			<a href="#">Click Here</a>	

Project Name	Project Description	Category	Link to Project Description	Link to Project Solution
Simple 3D Scene (cont)			<a href="#">Click Here</a>	
Dancing Pairs			<a href="#">Click Here</a>	
Ticket Puzzle			<a href="#">Click Here</a>	
Color Cubes Advanced			<a href="#">Click Here</a>	
Page Rank as Eigenvector			<a href="#">Click Here</a>	
Fizz Buzz in Asm			<a href="#">Click Here</a>	
Tic-Tac-Toe Minimax Algorithm			<a href="#">Click Here</a>	
Prime Chains			<a href="#">Click Here</a>	
Maze of the Wumpus			<a href="#">Click Here</a>	
Maximum Flow			<a href="#">Click Here</a>	
Knight's Tour			<a href="#">Click Here</a>	
Maxit Single-Player			<a href="#">Click Here</a>	
Algae Robot			<a href="#">Click Here</a>	
Suffix Array Advanced			<a href="#">Click Here</a>	
Wandering Star			<a href="#">Click Here</a>	
Clustering the Stars			<a href="#">Click Here</a>	
BCD to Hex			<a href="#">Click Here</a>	
Simple Game of Sticks			<a href="#">Click Here</a>	
Connect Four			<a href="#">Click Here</a>	
Automated Landing			<a href="#">Click Here</a>	
Micro-Life			<a href="#">Click Here</a>	
Magic 8 Ball	I'm sure you've used a magic 8 ball at one point in your life. You ask it a question, turn it right side up and it gives an answer by way of a floating die with responses written on it. You can create one in python.		<a href="#">Click Here</a>	
99 Bottles of Beer on the Wall Lyrics	Create a program that prints out every line to the song "99 bottles of beer on the wall."		<a href="#">Click Here</a>	
Pythagorean Triples Checker	Create a program that allows the user to input the sides of any triangle, and then return whether the triangle is a Pythagorean Triple or not.		<a href="#">Click Here</a>	

Project Name	Project Description	Category	Link to Project Description	Link to Project Solution
Coin Estimator By Weight	Create a program that allows the user to input the total weight of each type of coin they have (pennies, nickels, dimes, and quarters), and then print out how many of each type of wrapper they would need, how many coins they have, and the estimated total value of all of their money.		<a href="#">Click Here</a>	
Mad Libs Story Maker	Create a Mad Libs style game, where the program asks the user for certain types of words, and then prints out a story with the words that the user inputted. The story doesn't have to be too long, but it should have some sort of story line.		<a href="#">Click Here</a>	
Change Calculator	Imagine that your friend is a cashier, but has a hard time counting back change to customers. Create a program that allows him to input a certain amount of change, and then print how how many quarters, dimes, nickels, and pennies are needed to make up the amount needed.		<a href="#">Click Here</a>	
Mean, Median, and Mode	Create three functions that allow the user to find the mean, median, and mode of a list of numbers. If you have access or know of functions that already complete these tasks, do not use them.		<a href="#">Click Here</a>	

Project Name	Project Description	Category	Link to Project Description	Link to Project Solution
Higher-Lower Guessing Game	Create a simple game where the computer randomly selects a number between 1 and 100 and the user has to guess what the number is. After every guess, the computer should tell the user if the guess is higher or lower than the answer. When the user guesses the correct number, print out a congratulatory message.		<a href="#">Click Here</a>	
Multiplication Table	Create a program that prints out a multiplication table for the numbers 1 through 9. It should include the numbers 1 through 9 on the top and left axes, and it should be relatively easy to find the product of two numbers. Do not simply write out every line manually (ie print('7 14 21 28 35 49 56 63') ).		<a href="#">Click Here</a>	
Fibonacci Sequence	Define a function that allows the user to find the value of the nth term in the sequence. To make sure you've written your function correctly, test the first 10 numbers of the sequence. Remember, the 0th term is 0 and the first and second term are both 1.		<a href="#">Click Here</a>	

Project Name	Project Description	Category	Link to Project Description	Link to Project Solution
Hangman Game	Create a program that selects a random word and then allows the user to guess it in a game of hangman. Like the real game, there should be blank spots for each letter in the word, and a part of the body should be added each time the user guesses a letter than is not in the answer (you may choose how many wrong turns the user can make until the game ends).		<a href="#">Click Here</a>	

Project Name	Project Description	Category	Link to Project Description	Link to Project Solution
Menu Calculator	<p>Imagine you have started up a small restaurant and are trying to make it easier to take and calculate orders. If your restaurant only sells 9 different items, you assign each one to a number, as shown below.</p> <p>Chicken Strips - \$3.50 French Fries - \$2.50 Hamburger - \$4.00 Hotdog - \$3.50 Large Drink - \$1.75 Medium Drink - \$1.50 Milk Shake - \$2.25 Salad - \$3.75 Small Drink - \$1.25</p> <p>To quickly take orders, your program should allow the user to type in a string of numbers and then it should calculate the cost of the order. For example, if one large drink, two small drinks, two hamburgers, one hotdog, and a salad are ordered, the user should type in 5993348, and the program should say that it costs \$19.50.</p> <p>Also, make sure that the program loops so the user can take multiple orders without having to restart the program each time.</p>		<a href="#">Click Here</a>	

Project Name	Project Description	Category	Link to Project Description	Link to Project Solution
Dice Rolling Simulator	By using the random module, python can do things like pseudo-random number generation. So in this program, allow the user to input the amount of sides on a dice and how many times it should be rolled. From there, your program should simulate dice rolls and keep track of how many times each number comes up (this does not have to be displayed). After that, print out how many times each number came up.		<a href="#">Click Here</a>	
Dice Simulator	You are about to play a board game, but you realize you don't have any dice. Fortunately you have this program. 1. Create a program that opens a new window and draws 2 six-sided dice 2. Allow the user to quit, or roll again		<a href="#">Click Here</a>	
Count and Fix Green Eggs and Ham	Some of you may remember the		<a href="#">Click Here</a>	<a href="#">Click Here</a>

Project Name	Project Description	Category	Link to Project Description	Link to Project Solution
What's My Number	Between 1 and 1000, there is only 1 number that meets the following criteria. While it could be manually figured out with pen and paper, it would be much more efficient to write a program that would do this for you. With that being said, your goal is to find out which number meets these criteria. To find out if you have the correct number, click the link at the bottom of this main post. 1)The number has two or more digits. 2)The number is prime. 3)The number does NOT contain a 1 or 7. 4)The sum of all of the digits is less than or equal to 10. 5)The first two digits add up to be odd. 6)The second to last digit is even. 7)The last digit is equal to how many digits are in the number.		<a href="#">Click Here</a>	<a href="#">Click Here</a>
Factors of a Number	Define a function that creates a list of all the numbers that are factors of the user's number. For example, if the function is called factor, factor(36) should return [1,2,3,4,6,9,12,18,36]. The numbers in your list should be from least to greatest, and 1 and the original number should be included.		<a href="#">Click Here</a>	



Project Name	Project Description	Category	Link to Project Description	Link to Project Solution
Countdown Clock	Create a program that allows the user to choose a time and date, and then prints out a message at given intervals (such as every second) that tells the user how much longer there is until the selected time. SUBGOALS 1) If the selected time has already passed, have the program tell the user to start over. 2) If your program asks for the year, month, day, hour, etc. separately, allow the user to be able to type in either the month name or its number. TIP: Making use of built in modules such as time and datetime can change this project from a nightmare into a much simpler task.		<a href="#">Click Here</a>	

Project Name	Project Description	Category	Link to Project Description	Link to Project Solution
Turn Based Pokemon Style Game	<p>Write a simple game that allows the user and the computer to take turns selecting moves to use against each other. Both the computer and the player should start out at the same amount of health (such as 100), and should be able to choose between the three moves: 1) The first move should do moderate damage and has a small range (such as 18-25). 2) The second move should have a large range of damage and can deal high or low damage (such as 10-35). 3) The third move should heal whoever casts it a moderate amount, similar to the first move. After each move, a message should be printed out that tells the user what just happened, and how much health the user and computer have. Once the user or the computer's health reaches 0, the game should end.</p> <p>SUBGOALS 1) When someone is defeated, make sure the game prints out that their health has reached 0, and not a negative number. 2) When the computer's health reaches a set amount (such as 35%), increase it's chance to cast heal. 3) Give each move a name.</p>		<a href="#">Click Here</a>	

Project Name	Project Description	Category	Link to Project Description	Link to Project Solution
A Variation of 21	<p>In this project, you will make a game similar to 21/blackjack. Since this is not an actual game (as far as I'm aware of), here the the instructions for how to play. In this version, there is only one player, and there are two types of scores - the round score and the game score. The game score will begin at 100, and the game will last for five rounds. At the beginning of the round, the player is given two random cards from a deck and they will be added together to make the player's round score. From here, the player has two options - draw another card to try to get their round score closer to 21, or they can end the round. The player can draw as many cards as they want until they end the round or their round score exceeds 21. At the end of the round, the difference between 21 and the round score is subtracted from the game score, and then the next round begins. After the five rounds, the player is given their total score and the game is over. So the point of your program is to allow the user to play the game described above. Many of the subgoals listed below can be</p>		<a href="#">Click Here</a>	

Project Name	Project Description	Category	Link to Project Description	Link to Project Solution
Compare Recent Karma	<p><b>BACKGROUND</b> Since we're all redditors here, let's make something dealing with reddit. If you go to a user's profile and add .json to the end of it, you can get the all sorts of Json data about the user (think of Json as a giant dictionary of smaller dictionaries and lists). For example, if I go to my own profile and view it's Json data, it would look like this. At first it might look intimidating, but if you break it down, you can see it's just one giant dictionary with all sorts of information about my latest posts.</p> <p><b>GOAL</b> Create a program that gets information about two different users, and then sees whose most recent post received the most karma. The program should then print out which user received more karma, and what the difference was. This is a pretty open project, so I encourage you to take it further by adding more features if you find it interesting. Remember -</p> <p>Elements in a list are referenced by their index numbers while entries in a dictionary are referenced by their keys.</p> <p><b>SUBGOALS</b> 1) Allow the user to put in the name of two different users when the program first</p>		<a href="#">Click Here</a>	

Project Name	Project Description	Category	Link to Project Description	Link to Project Solution
Watch for new TIL facts	<p>BACKGROUND If you finished the previous project which compared the karma of two new comments, hopefully you learned a thing or two about receiving data from Reddit's API. Now you're going to take this a step further, and even have the opportunity to make a basic twitter bot. GOAL Create a program that receives data from the /r/todayilearned subreddit, and looks for new facts that have been posted. Each time the program comes across a new fact, the fact should be printed into the command line. However, phrases like "TIL ", "TIL that", etc should be removed so the only thing that is printed is the fact. There are a couple things to note about this since you'll more than likely be using a loop to check for new posts. According to Reddit's API Access Rules Page, the API pages are only updated once every thirty seconds, so you'll have to have your code pause for at least thirty seconds before it tries to find more posts. Secondly, if for some reason you decide to try to get data sooner than every thirty seconds, make sure to not send more than thirty</p>		<a href="#">Click Here</a>	

Project Name	Project Description	Category	Link to Project Description	Link to Project Solution
Random Wikipedia Article	<p><b>BACKGROUND</b> If you've been to Wikipedia, you may have noticed that there is a link to a random article on the left side of the screen. While it can be fun to see what article you get taken to, sometimes it would be nice to see the name of the article so you can skip it if it sounds boring. Luckily, Wikipedia has an API that allows us to do so. However, there is a dilemma. Since Wikipedia has articles about topics from all over the world, some of them have special characters in the title. For example, the article about the spanish painter Erasto Cortés Juárez has é and á in it. If you look at this specific article's API, you will see that the title is "Erasto Cort\u00e9s Ju\u00e1rez" and that the \u00e9 and \u00e1 are replacing the two previously mentioned letters. (For information about what this is, start by checking out the first half of this page in the documentation). To make your program work, you're going to have to handle this problem somehow.</p> <p><b>GOAL</b> Create a program that pulls titles from the official Wikipedia API and then asks the user one by one if he or she would like to read about</p>		<a href="#">Click Here</a>	

Project Name	Project Description	Category	Link to Project Description	Link to Project Solution
What's the Weather?	GOAL Create a program that pulls data from OpenWeatherMap.org that prints out information about the current weather, such as the high, the low, and the amount of rain for wherever you live. Depending on how skilled you are, you can actually do some neat stuff with this project. SUBGOALS 1) Print out data for the next 5-7 days so you have a 5 day/week long forecast. 2) Print the data to another file that you can open up and view at, instead of viewing the information in the command line. 3) If you know html, write a file that you can print information to so that your project is more interesting. TIPS APIs that are in Json are essentially lists and dictionaries. Remember that to reference something in a list, you must refer to it by what number element it is in the list, and to reference a key in a dictionary, you must refer to it by it's name. Don't like Celsius? Add &units=imperial to the end of the URL of the API to receive your data in Fahrenheit.		<a href="#">Click Here</a>	
Find PI to the Nth Digit	Enter a number and have the program generate PI up to that many decimal places. Keep a limit to how far the program will go.	Numbers	<a href="#">Click Here</a>	<a href="#">Click Here</a>

Project Name	Project Description	Category	Link to Project Description	Link to Project Solution
Find e to the Nth Digit	Just like the previous problem, but with e instead of PI. Enter a number and have the program generate e up to that many decimal places. Keep a limit to how far the program will go.	Numbers	<a href="#">Click Here</a>	<a href="#">Click Here</a>
Fibonacci Sequence	Enter a number and have the program generate the Fibonacci sequence to that number or to the Nth number.	Numbers	<a href="#">Click Here</a>	<a href="#">Click Here</a>
Prime Factorization	Have the user enter a number and find all Prime Factors (if there are any) and display them.	Numbers	<a href="#">Click Here</a>	<a href="#">Click Here</a>
Next Prime Number	Have the program find prime numbers until the user chooses to stop asking for the next one.	Numbers	<a href="#">Click Here</a>	<a href="#">Click Here</a>
Find Cost of Tile to Cover W x H Floor	Calculate the total cost of tile it would take to cover a floor plan of width and height, using a cost entered by the user.	Numbers	<a href="#">Click Here</a>	<a href="#">Click Here</a>
Mortgage Calculator	Calculate the monthly payments of a fixed term mortgage over given Nth terms at a given interest rate. Also figure out how long it will take the user to pay back the loan. For added complexity, add an option for users to select the compounding interval (Monthly, Weekly, Daily, Continually).	Numbers	<a href="#">Click Here</a>	<a href="#">Click Here</a>
Change Return Program	The user enters a cost and then the amount of money given. The program will figure out the change and the number of quarters, dimes, nickels, pennies needed for the change.	Numbers	<a href="#">Click Here</a>	<a href="#">Click Here</a>



Project Name	Project Description	Category	Link to Project Description	Link to Project Solution
Binary to Decimal and Back Converter	Develop a converter to convert a decimal number to binary or a binary number to its decimal equivalent.	Numbers	<a href="#">Click Here</a>	<a href="#">Click Here</a>
Calculator	A simple calculator to do basic operators. Make it a scientific calculator for added complexity.	Numbers	<a href="#">Click Here</a>	<a href="#">Click Here</a>
Unit Converter (temp, currency, volume, m	Converts various units between one another. The user enters the type of unit being entered, the type of unit they want to convert to and then the value. The program will then make the conversion.	Numbers	<a href="#">Click Here</a>	<a href="#">Click Here</a>
Alarm Clock	A simple clock where it plays a sound after X number of minutes/seconds or at a particular time.	Numbers	<a href="#">Click Here</a>	<a href="#">Click Here</a>
Distance Between Two Cities	Calculates the distance between two cities and allows the user to specify a unit of distance. This program may require finding coordinates for the cities like latitude and longitude.	Numbers	<a href="#">Click Here</a>	<a href="#">Click Here</a>
Credit Card Validator	Takes in a credit card number from a common credit card vendor (Visa, MasterCard, American Express, Discoverer) and validates it to make sure that it is a valid number (look into how credit cards use a checksum).	Numbers	<a href="#">Click Here</a>	<a href="#">Click Here</a>
Tax Calculator	Asks the user to enter a cost and either a country or state tax. It then returns the tax plus the total cost with tax.	Numbers	<a href="#">Click Here</a>	<a href="#">Click Here</a>

Project Name	Project Description	Category	Link to Project Description	Link to Project Solution
Factorial Finder	The Factorial of a positive integer, $n$ , is defined as the product of the sequence $n, n-1, n-2, \dots, 1$ and the factorial of zero, $0$ , is defined as being $1$ . Solve this using both loops and recursion.	Numbers	<a href="#">Click Here</a>	<a href="#">Click Here</a>
Complex Number Algebra	Show addition, multiplication, negation, and inversion of complex numbers in separate functions. (Subtraction and division operations can be made with pairs of these operations.) Print the results for each operation tested.	Numbers	<a href="#">Click Here</a>	<a href="#">Click Here</a>
Happy Numbers	A happy number is defined by the following process. Starting with any positive integer, replace the number by the sum of the squares of its digits, and repeat the process until the number equals $1$ (where it will stay), or it loops endlessly in a cycle which does not include $1$ . Those numbers for which this process ends in $1$ are happy numbers, while those that do not end in $1$ are unhappy numbers. Display an example of your output here. Find first 8 happy numbers.	Numbers	<a href="#">Click Here</a>	<a href="#">Click Here</a>

Project Name	Project Description	Category	Link to Project Description	Link to Project Solution
Number Names	Show how to spell out a number in English. You can use a preexisting implementation or roll your own, but you should support inputs up to at least one million (or the maximum value of your language's default bounded integer type, if that's less). Optional: Support for inputs other than positive integers (like zero, negative integers, and floating-point numbers).	Numbers	<a href="#">Click Here</a>	<a href="#">Click Here</a>
Coin Flip Simulation	Write some code that simulates flipping a single coin however many times the user decides. The code should record the outcomes and count the number of tails and heads.	Numbers	<a href="#">Click Here</a>	<a href="#">Click Here</a>
Limit Calculator	Ask the user to enter $f(x)$ and the limit value, then return the value of the limit statement Optional: Make the calculator capable of supporting infinite limits.	Numbers	<a href="#">Click Here</a>	<a href="#">Click Here</a>
Fast Exponentiation	Ask the user to enter 2 integers $a$ and $b$ and output $a^b$ (i.e. $\text{pow}(a,b)$ ) in $O(\lg n)$ time complexity.	Numbers	<a href="#">Click Here</a>	<a href="#">Click Here</a>
Collatz Conjecture	Start with a number $n > 1$ . Find the number of steps it takes to reach one using the following process: If $n$ is even, divide it by 2. If $n$ is odd, multiply it by 3 and add 1.	Classic Algorithms	<a href="#">Click Here</a>	<a href="#">Click Here</a>
Sorting	Implement two types of sorting algorithms: Merge sort and bubble sort.	Classic Algorithms	<a href="#">Click Here</a>	<a href="#">Click Here</a>

Project Name	Project Description	Category	Link to Project Description	Link to Project Solution
Closest pair problem	The closest pair of points problem or closest pair problem is a problem of computational geometry: given n points in metric space, find a pair of points with the smallest distance between them.	Classic Algorithms	<a href="#">Click Here</a>	<a href="#">Click Here</a>
Sieve of Eratosthenes	The sieve of Eratosthenes is one of the most efficient ways to find all of the smaller primes (below 10 million or so).	Classic Algorithms	<a href="#">Click Here</a>	<a href="#">Click Here</a>
Graph from links	Create a program that will create a graph or network from a series of links.	Graph	<a href="#">Click Here</a>	<a href="#">Click Here</a>
Eulerian Path	Create a program which will take as an input a graph and output either a Eulerian path or a Eulerian cycle, or state that it is not possible. A Eulerian Path starts at one node and traverses every edge of a graph through every node and finishes at another node. A Eulerian cycle is a eulerian Path that starts and finishes at the same node.	Graph	<a href="#">Click Here</a>	<a href="#">Click Here</a>
Connected Graph	Create a program which takes a graph as an input and outputs whether every node is connected or not.	Graph	<a href="#">Click Here</a>	<a href="#">Click Here</a>
Dijkstra's Algorithm	Create a program that finds the shortest path through a graph using its edges.	Graph	<a href="#">Click Here</a>	<a href="#">Click Here</a>

Project Name	Project Description	Category	Link to Project Description	Link to Project Solution
Minimum Spanning Tree	Create a program which takes a connected, undirected graph with weights and outputs the minimum spanning tree of the graph i.e., a subgraph that is a tree, contains all the vertices, and the sum of its weights is the least possible.	Graph	<a href="#">Click Here</a>	<a href="#">Click Here</a>
Inverted index	An Inverted Index is a data structure used to create full text search. Given a set of text files, implement a program to create an inverted index. Also create a user interface to do a search using that inverted index which returns a list of files that contain the query term / terms. The search index can be in memory.	Data Structures	<a href="#">Click Here</a>	<a href="#">Click Here</a>
Fizz Buzz	Write a program that prints the numbers from 1 to 100. But for multiples of three print "Fizz" instead of the number and for the multiples of five print "Buzz". For numbers which are multiples of both three and five print "FizzBuzz".	Text	<a href="#">Click Here</a>	<a href="#">Click Here</a>
Reverse a String	Enter a string and the program will reverse it and print it out.	Text	<a href="#">Click Here</a>	<a href="#">Click Here</a>
Pig Latin	Pig Latin is a game of alterations played on the English language game. To create the Pig Latin form of an English word the initial consonant sound is transposed to the end of the word and an ay is affixed (Ex.: "banana" would yield anana-bay). Read Wikipedia for more information on rules.	Text	<a href="#">Click Here</a>	<a href="#">Click Here</a>

Project Name	Project Description	Category	Link to Project Description	Link to Project Solution
Count Vowels	Enter a string and the program counts the number of vowels in the text. For added complexity have it report a sum of each vowel found.	Text	<a href="#">Click Here</a>	<a href="#">Click Here</a>
Check if Palindrome	Checks if the string entered by the user is a palindrome. That is that it reads the same forwards as backwards like "racecar"	Text	<a href="#">Click Here</a>	<a href="#">Click Here</a>
Count Words in a String	Counts the number of individual words in a string. For added complexity read these strings in from a text file and generate a summary.	Text	<a href="#">Click Here</a>	<a href="#">Click Here</a>
Text Editor	Notepad style application that can open, edit, and save text documents. Optional: Add syntax highlighting and other features.	Text	<a href="#">Click Here</a>	<a href="#">Click Here</a>
RSS Feed Creator	Given a link to RSS/Atom Feed, get all posts and display them.	Text	<a href="#">Click Here</a>	<a href="#">Click Here</a>
Quote Tracker (market symbols etc)	A program which can go out and check the current value of stocks for a list of symbols entered by the user. The user can set how often the stocks are checked. For CLI, show whether the stock has moved up or down. Optional: If GUI, the program can show green up and red down arrows to show which direction the stock value has moved.	Text	<a href="#">Click Here</a>	<a href="#">Click Here</a>

Project Name	Project Description	Category	Link to Project Description	Link to Project Solution
Guestbook / Journal	A simple application that allows people to add comments or write journal entries. It can allow comments or not and timestamps for all entries. Could also be made into a shout box. Optional: Deploy it on Google App Engine or Heroku or any other PaaS (if possible, of course).	Text	<a href="#">Click Here</a>	<a href="#">Click Here</a>
Vigenere / Vernam / Ceasar Ciphers	Functions for encrypting and decrypting data messages. Then send them to a friend.	Text	<a href="#">Click Here</a>	<a href="#">Click Here</a>
Regex Query Tool	A tool that allows the user to enter a text string and then in a separate control enter a regex pattern. It will run the regular expression against the source text and return any matches or flag errors in the regular expression.	Text	<a href="#">Click Here</a>	<a href="#">Click Here</a>
FTP Program	A file transfer program which can transfer files back and forth from a remote web sever.	Networking	<a href="#">Click Here</a>	<a href="#">Click Here</a>
Bandwidth Monitor	A small utility program that tracks how much data you have uploaded and downloaded from the net during the course of your current online session. See if you can find out what periods of the day you use more and less and generate a report or graph that shows it.	Networking	<a href="#">Click Here</a>	<a href="#">Click Here</a>

Project Name	Project Description	Category	Link to Project Description	Link to Project Solution
Port Scanner	Enter an IP address and a port range where the program will then attempt to find open ports on the given computer by connecting to each of them. On any successful connections mark the port as open.	Networking	<a href="#">Click Here</a>	<a href="#">Click Here</a>
Mail Checker (POP3 / IMAP)	The user enters various account information include web server and IP, protocol type (POP3 or IMAP) and the application will check for email at a given interval.	Networking	<a href="#">Click Here</a>	<a href="#">Click Here</a>
Country from IP Lookup	Enter an IP address and find the country that IP is registered in. Optional: Find the Ip automatically.	Networking	<a href="#">Click Here</a>	<a href="#">Click Here</a>
Whois Search Tool	Enter an IP or host address and have it look it up through whois and return the results to you.	Networking	<a href="#">Click Here</a>	<a href="#">Click Here</a>
Site Checker with Time Scheduling	An application that attempts to connect to a website or server every so many minutes or a given time and check if it is up. If it is down, it will notify you by email or by posting a notice on screen.	Networking	<a href="#">Click Here</a>	<a href="#">Click Here</a>
Product Inventory Project	Create an application which manages an inventory of products. Create a product class which has a price, id, and quantity on hand. Then create an inventory class which keeps track of various products and can sum up the inventory value.	Classes	<a href="#">Click Here</a>	<a href="#">Click Here</a>



Project Name	Project Description	Category	Link to Project Description	Link to Project Solution
Airline / Hotel Reservation System	Create a reservation system which books airline seats or hotel rooms. It charges various rates for particular sections of the plane or hotel. Example, first class is going to cost more than coach. Hotel rooms have penthouse suites which cost more. Keep track of when rooms will be available and can be scheduled.	Classes	<a href="#">Click Here</a>	<a href="#">Click Here</a>
Company Manager	Create an hierarchy of classes - abstract class Employee and subclasses HourlyEmployee, SalariedEmployee, Manager and Executive. Every one's pay is calculated differently, research a bit about it. After you've established an employee hierarchy, create a Company class that allows you to manage the employees. You should be able to hire, fire and raise employees.	Classes	<a href="#">Click Here</a>	<a href="#">Click Here</a>
Bank Account Manager	Create a class called Account which will be an abstract class for three other classes called CheckingAccount, SavingsAccount and BusinessAccount. Manage credits and debits from these accounts through an ATM style program.	Classes	<a href="#">Click Here</a>	<a href="#">Click Here</a>

Project Name	Project Description	Category	Link to Project Description	Link to Project Solution
Patient / Doctor Scheduler	Create a patient class and a doctor class. Have a doctor that can handle multiple patients and setup a scheduling program where a doctor can only handle 16 patients during an 8 hr work day.	Classes	<a href="#">Click Here</a>	<a href="#">Click Here</a>
Recipe Creator and Manager	Create a recipe class with ingredients and a put them in a recipe manager program that organizes them into categories like deserts, main courses or by ingredients like chicken, beef, soups, pies etc.	Classes	<a href="#">Click Here</a>	<a href="#">Click Here</a>
Image Gallery	Create an image abstract class and then a class that inherits from it for each image type. Put them in a program which displays them in a gallery style format for viewing.	Classes	<a href="#">Click Here</a>	<a href="#">Click Here</a>
Shape Area and Perimeter Classes	Create an abstract class called Shape and then inherit from it other shapes like diamond, rectangle, circle, triangle etc. Then have each class override the area and perimeter functionality to handle each shape type.	Classes	<a href="#">Click Here</a>	<a href="#">Click Here</a>
Flower Shop Ordering To Go	Create a flower shop application which deals in flower objects and use those flower objects in a bouquet object which can then be sold. Keep track of the number of objects and when you may need to order more.	Classes	<a href="#">Click Here</a>	<a href="#">Click Here</a>

Project Name	Project Description	Category	Link to Project Description	Link to Project Solution
Family Tree Creator	Create a class called Person which will have a name, when they were born and when (and if) they died. Allow the user to create these Person classes and put them into a family tree structure. Print out the tree to the screen.	Classes	<a href="#">Click Here</a>	<a href="#">Click Here</a>
Create A Progress Bar for Downloads	Create a progress bar for applications that can keep track of a download in progress. The progress bar will be on a separate thread and will communicate with the main thread using delegates.	Threading	<a href="#">Click Here</a>	<a href="#">Click Here</a>
Bulk Thumbnail Creator	Picture processing can take a bit of time for some transformations. Especially if the image is large. Create an image program which can take hundreds of images and converts them to a specified size in the background thread while you do other things. For added complexity, have one thread handling re-sizing, have another bulk renaming of thumbnails etc.	Threading	<a href="#">Click Here</a>	<a href="#">Click Here</a>
Page Scraper	Create an application which connects to a site and pulls out all links, or images, and saves them to a list. Optional: Organize the indexed content and don't allow duplicates. Have it put the results into an easily searchable index file.	Web	<a href="#">Click Here</a>	<a href="#">Click Here</a>

Project Name	Project Description	Category	Link to Project Description	Link to Project Solution
Online White Board	Create an application which allows you to draw pictures, write notes and use various colors to flesh out ideas for projects. Optional: Add feature to invite friends to collaborate on a white board online.	Web	<a href="#">Click Here</a>	<a href="#">Click Here</a>
Get Atomic Time from Internet Clock	This program will get the true atomic time from an atomic time clock on the Internet. Use any one of the atomic clocks returned by a simple Google search.	Web	<a href="#">Click Here</a>	<a href="#">Click Here</a>
Fetch Current Weather	Get the current weather for a given zip/postal code. Optional: Try locating the user automatically.	Web	<a href="#">Click Here</a>	<a href="#">Click Here</a>
Scheduled Auto Login and Action	Make an application which logs into a given site on a schedule and invokes a certain action and then logs out. This can be useful for checking web mail, posting regular content, or getting info for other applications and saving it to your computer.	Web	<a href="#">Click Here</a>	<a href="#">Click Here</a>
E-Card Generator	Make a site that allows people to generate their own little e-cards and send them to other people. Do not use Flash. Use a picture library and perhaps insightful mottos or quotes.	Web	<a href="#">Click Here</a>	<a href="#">Click Here</a>
Content Management System	Create a content management system (CMS) like Joomla, Drupal, PHP Nuke etc. Start small. Optional: Allow for the addition of modules/addons.	Web	<a href="#">Click Here</a>	<a href="#">Click Here</a>

Project Name	Project Description	Category	Link to Project Description	Link to Project Solution
Web Board (Forum)	Create a forum for you and your buddies to post, administer and share thoughts and ideas.	Web	<a href="#">Click Here</a>	<a href="#">Click Here</a>
CAPTCHA Maker	Ever see those images with letters a numbers when you signup for a service and then asks you to enter what you see? It keeps web bots from automatically signing up and spamming. Try creating one yourself for online forms.	Web	<a href="#">Click Here</a>	<a href="#">Click Here</a>
Quiz Maker	Make an application which takes various questions from a file, picked randomly, and puts together a quiz for students. Each quiz can be different and then reads a key to grade the quizzes.	Files	<a href="#">Click Here</a>	<a href="#">Click Here</a>
Sort Excel/CSV File Utility	Reads a file of records, sorts them, and then writes them back to the file. Allow the user to choose various sort style and sorting based on a particular field.	Files	<a href="#">Click Here</a>	<a href="#">Click Here</a>
Create Zip File Maker	The user enters various files from different directories and the program zips them up into a zip file. Optional: Apply actual compression to the files. Start with Huffman Algorithm.	Files	<a href="#">Click Here</a>	<a href="#">Click Here</a>

Project Name	Project Description	Category	Link to Project Description	Link to Project Solution
PDF Generator	An application which can read in a text file, html file or some other file and generates a PDF file out of it. Great for a web based service where the user uploads the file and the program returns a PDF of the file. Optional: Deploy on GAE or Heroku if possible.	Files	<a href="#">Click Here</a>	<a href="#">Click Here</a>
Mp3 Tagger	Modify and add ID3v1 tags to MP3 files. See if you can also add in the album art into the MP3 file's header as well as other ID3v2 tags.	Files	<a href="#">Click Here</a>	<a href="#">Click Here</a>
Code Snippet Manager	Another utility program that allows coders to put in functions, classes or other tidbits to save for use later. Organized by the type of snippet or language the coder can quickly look up code. Optional: For extra practice try adding syntax highlighting based on the language.	Files	<a href="#">Click Here</a>	<a href="#">Click Here</a>
SQL Query Analyzer	A utility application which a user can enter a query and have it run against a local database and look for ways to make it more efficient.	Databases	<a href="#">Click Here</a>	<a href="#">Click Here</a>
Remote SQL Tool	A utility that can execute queries on remote servers from your local computer across the Internet. It should take in a remote host, user name and password, run the query and return the results.	Databases	<a href="#">Click Here</a>	<a href="#">Click Here</a>

Project Name	Project Description	Category	Link to Project Description	Link to Project Solution
Report Generator	Create a utility that generates a report based on some tables in a database. Generates a sales reports based on the order/order details tables or sums up the days current database activity.	Databases	<a href="#">Click Here</a>	<a href="#">Click Here</a>
Event Scheduler and Calendar	Make an application which allows the user to enter a date and time of an event, event notes and then schedule those events on a calendar. The user can then browse the calendar or search the calendar for specific events. Optional: Allow the application to create re-occurrence events that reoccur every day, week, month, year etc.	Databases	<a href="#">Click Here</a>	<a href="#">Click Here</a>
Budget Tracker	Write an application that keeps track of a household's budget. The user can add expenses, income, and recurring costs to find out how much they are saving or losing over a period of time. Optional: Allow the user to specify a date range and see the net flow of money in and out of the house budget for that time period.	Databases	<a href="#">Click Here</a>	<a href="#">Click Here</a>

Project Name	Project Description	Category	Link to Project Description	Link to Project Solution
TV Show Tracker	Got a favorite show you don't want to miss? Don't have a PVR or want to be able to find the show to then PVR it later? Make an application which can search various online TV Guide sites, locate the shows/times/channels and add them to a database application. The database/website then can send you email reminders that a show is about to start and which channel it will be on.	Databases	<a href="#">Click Here</a>	<a href="#">Click Here</a>
Travel Planner System	Make a system that allows users to put together their own little travel itinerary and keep track of the airline / hotel arrangements, points of interest, budget and schedule.	Databases	<a href="#">Click Here</a>	<a href="#">Click Here</a>
Slide Show	Make an application that shows various pictures in a slide show format. Optional: Try adding various effects like fade in/out, star wipe and window blinds transitions.	Graphics and Multimedia	<a href="#">Click Here</a>	<a href="#">Click Here</a>
Stream Video from Online	Try to create your own online streaming video player.	Graphics and Multimedia	<a href="#">Click Here</a>	<a href="#">Click Here</a>
Mp3 Player	A simple program for playing your favorite music files. Add features you think are missing from your favorite music player.	Graphics and Multimedia	<a href="#">Click Here</a>	<a href="#">Click Here</a>



Project Name	Project Description	Category	Link to Project Description	Link to Project Solution
Watermarking Application	Have some pictures you want copyright protected? Add your own logo or text lightly across the background so that no one can simply steal your graphics off your site. Make a program that will add this watermark to the picture. Optional: Use threading to process multiple images simultaneously.	Graphics and Multimedia	<a href="#">Click Here</a>	<a href="#">Click Here</a>
Turtle Graphics	This is a common project where you create a floor of 20 x 20 squares. Using various commands you tell a turtle to draw a line on the floor. You have move forward, left or right, lift or drop pen etc. Do a search online for "Turtle Graphics" for more information. Optional: Allow the program to read in the list of commands from a file.	Graphics and Multimedia	<a href="#">Click Here</a>	<a href="#">Click Here</a>
GIF Creator	A program that puts together multiple images (PNGs, JPGs, TIFFs) to make a smooth GIF that can be exported. Optional: Make the program convert small video files to GIFs as well.	Graphics and Multimedia	<a href="#">Click Here</a>	<a href="#">Click Here</a>

Project Name	Project Description	Category	Link to Project Description	Link to Project Solution
Caesar cipher	Implement a Caesar cipher, both encoding and decoding. The key is an integer from 1 to 25. This cipher rotates the letters of the alphabet (A to Z). The encoding replaces each letter with the 1st to 25th next letter in the alphabet (wrapping Z to A). So key 2 encrypts "HI" to "JK", but key 20 encrypts "HI" to "BC". This simple "monoalphabetic substitution cipher" provides almost no security, because an attacker who has the encoded message can either use frequency analysis to guess the key, or just try all 25 keys.	Security	<a href="#">Click Here</a>	<a href="#">Click Here</a>
Dodger	Several bad guys fall from the top of the screen, and the user must avoid them. The player can be controlled with the arrow keys or more directly with the mouse. The longer the player lasts without being hit, the higher the score. Variations: Have enemies fall at different rates and be different sizes. Have enemies fall from more than one side of the game. Have power up pickups that grant invulnerability for a while, slow down bad guys, give the player a temporary "reverse bad guys" power, etc.	Games	<a href="#">Click Here</a>	<a href="#">Click Here</a>

Project Name	Project Description	Category	Link to Project Description	Link to Project Solution
Memory Puzzle	A board full of overturned cards. There is a pair for each card. The player flips over two cards. If they match, then they stay overturned. Otherwise they flip back. The player needs to overturn all the cards in the fewest moves to win. Variations: Provide "hints" in the form of four possible matching cards after the player flips the first one. Or, quickly overturn groups of cards at the beginning of the game.	Games	<a href="#">Click Here</a>	<a href="#">Click Here</a>
Sliding Puzzle	A 4x4 board of numbered tiles has one missing space and is randomly set up. To win the game, the player must slide tiles over to put the tiles back in order. Variants: Instead of numbers, you can have a scrambled picture cut up into 4x4 tiles.	Games	<a href="#">Click Here</a>	<a href="#">Click Here</a>
Simon	Four colored buttons light up in a specific pattern. After displaying the pattern, the player must repeat the pattern by clicking the buttons in proper order. The pattern gets longer each time the player completes the pattern. If the player presses a wrong button, the game ends. Variant: A nine-button version can add challenge to this game (but more than that would probably just be tedious.)	Games	<a href="#">Click Here</a>	<a href="#">Click Here</a>

Project Name	Project Description	Category	Link to Project Description	Link to Project Solution
Nibbles	<p>A worm or snake constantly moves around the board. The player controls the direction the "head" of the worm moves, and the worm must try to eat apples that randomly appear. Eating an apple causes the worm to grow in length. The game ends if the worm crashes into the edge of the board or into itself.</p> <p>Variants: Add walls to the level, instead of just a blank rectangle. Add power ups that the worm can pick up. Add bad guys that move around the board that the worm must avoid. Have two worms that the player must control simultaneously. Tron (see below) is a two-player variant of this game.</p>	Games	<a href="#">Click Here</a>	<a href="#">Click Here</a>
Tetris	<p>Shapes made up of four blocks fall from the top of the board. The player must rotate and place them to create full rows with no gaps. When a full row is made, the blocks in that row disappear and the blocks above it move down. The game ends if the board fills up.</p>	Games	<a href="#">Click Here</a>	<a href="#">Click Here</a>

Project Name	Project Description	Category	Link to Project Description	Link to Project Solution
Katamari Damacy	The original Katamari Damacy game was in a 3d world, but a 2d version is also easy to implement. The player controls a small object in a world of different-sized objects. Touching the smaller objects grows the player, touching the larger objects damages or shrinks the player. The player wins when they reach a certain size.	Games	<a href="#">Click Here</a>	<a href="#">Click Here</a>
Sokoban	The player is in a level with objects that need to be pushed over goals. The objects can only be pushed, they can't be pulled. This game does require some effort to design levels for, but Sokoban levels have been designed by others and published on the web. Variant: Add all sorts of level gimmicks: teleport tiles, conveyor belts, buttons that open doors/bridges, buttons that need an object left on them to keep a door open.	Games	<a href="#">Click Here</a>	<a href="#">Click Here</a>
Othello	On a grid, a black and white player places tiles of their color on the board. The opponent's tiles between the newly placed tile and that player's existing tiles are flipped to become the color of the player's tiles. The game ends when the board fills up and the player with the most tiles of their color wins. Variant: Three player Othello with three different colors. Non-square boards.	Games	<a href="#">Click Here</a>	<a href="#">Click Here</a>

Project Name	Project Description	Category	Link to Project Description	Link to Project Solution
Flood It	A grid of six colors of tiles starts off randomly. The player can do a "flood fill" on the top left tile, changing the color of any adjacent tiles of the same color. The player wins if they are able to make the entire board a single color within a certain number of moves. Variants: Power ups gained when a certain tile is changed.	Games	<a href="#">Click Here</a>	<a href="#">Click Here</a>
Connect Four	Two players of different colors drop their tokens on an upright board. The player to make four tokens in a row, column, or diagonal wins. Creating an AI for this requires a simple minimax algorithm. Variant: Different board sizes. Walls inside the board that appear when the spaces beneath them are filled.	Games	<a href="#">Click Here</a>	<a href="#">Click Here</a>
Bejeweled	The board is filled with seven different types of jewels. The player can swap two adjacent jewels to form a three-in-a-row, causing the jewels to disappear and the jewels on top of them to fall down. Creating chain reactions gives bonus points. Variant: Different power ups for matching a particular jewel. Be able to sometimes swap jewels that are not adjacent to each other. Timed games.	Games	<a href="#">Click Here</a>	<a href="#">Click Here</a>

Project Name	Project Description	Category	Link to Project Description	Link to Project Solution
Mancala	A stone capture game where the board is made up of 12 pits and a "score pit" that the player tries to move their stones into. A simple minimax algorithm can be used by the AI.	Games	<a href="#">Click Here</a>	<a href="#">Click Here</a>
Missile Command	Missiles are shot up from the ground to hit falling meteors before they hit cities. The missiles must be timed so that they reach their target at the same time that the meteor is there. Variants: See Rampart below. Different weapon types (the kind used in Scorched Earth) are also possible.	Games	<a href="#">Click Here</a>	<a href="#">Click Here</a>
Arkanoid	The player controls a paddle that bounces a ball off of bricks in the level. The bricks break when the ball bounces off of them. The level is cleared when all the bricks are destroyed. Variants: Power ups fall from smashed blocks, including: triple ball, longer paddle, ball breaks through bricks, a laser shoots out from the paddle.	Games	<a href="#">Click Here</a>	<a href="#">Click Here</a>
Maze	Player runs through a maze to the exit. This is more of an exercise in writing maze-generation algorithms. Variants: Teleports, buttons to control doors, keys to unlock doors, having multiple characters to move around that must work in sync to unblock each other's paths.	Games	<a href="#">Click Here</a>	<a href="#">Click Here</a>

Project Name	Project Description	Category	Link to Project Description	Link to Project Solution
Reverse a String	Enter a string and the program will reverse it and print it out.	Text	<a href="#">Click Here</a>	
Pig Latin	Pig Latin is a game of alterations played on the English language game. To create the Pig Latin form of an English word the initial consonant sound is transposed to the end of the word and an ay is affixed (Ex.: "banana" would yield anana-bay). Read Wikipedia for more information on rules.	Text	<a href="#">Click Here</a>	
Count Vowels	Enter a string and the program counts the number of vowels in the text. For added complexity have it report a sum of each vowel found.	Text	<a href="#">Click Here</a>	
Check if Palindrome	Checks if the string entered by the user is a palindrome. That is that it reads the same forwards as backwards like "racecar"	Text	<a href="#">Click Here</a>	
Count Words in a String	Counts the number of individual words in a string. For added complexity read these strings in from a text file and generate a summary.	Text	<a href="#">Click Here</a>	
Text Editor	Notepad style application that can open, edit, and save text documents. Add syntax highlighting and other features.	Text	<a href="#">Click Here</a>	
RSS Feed Creator	A program which can read in text from other sources and put it in RSS or Atom news format for syndication.	Text	<a href="#">Click Here</a>	
Post-it Notes Program	A program where you can add text reminders and post them. You can have the program also add popup reminders.	Text	<a href="#">Click Here</a>	



Project Name	Project Description	Category	Link to Project Description	Link to Project Solution
Quote Tracker (market symbols etc)	A program which can go out and check the current value of stocks for a list of symbols entered by the user. The user can set how often the stocks are checked and the program can show green up and red down arrows to show which direction the stock value has moved.	Text	<a href="#">Click Here</a>	
Guestbook / Journal	A simple application that allows people to add comments or write journal entries. It can allow comments or not and timestamps for all entries. Could also be made into a shout box.	Text	<a href="#">Click Here</a>	
News Ticker and Game Scores	A program which sits on your desktop and aggregates news and game scores from various sources on the net. It then scrolls them across the screen on regular intervals.	Text	<a href="#">Click Here</a>	
Fortune Teller (Horoscope)	A program that checks your horoscope on various astrology sites and puts them together for you each day.	Text	<a href="#">Click Here</a>	
Vigenere / Vernam / Ceasar Ciphers	Functions for encrypting and decrypting data messages. Then send them to a friend.	Text	<a href="#">Click Here</a>	
Random Gift Suggestions	Enter various gifts for certain people when you think of them. When its time to give them a gift (xmas, birthday, anniversary) it will randomly pick one and perhaps places you can get it.	Text	<a href="#">Click Here</a>	

Project Name	Project Description	Category	Link to Project Description	Link to Project Solution
Text to HTML Generator	Converts text files into web HTML files and stylizes them. Great for making online documentation of standard text documentation.	Text	<a href="#">Click Here</a>	
CD Key Generator	Generates a unique key for your applications to use based on some arbitrary algorithm that you can specify. Great for software developers looking to make shareware that can be activated.	Text	<a href="#">Click Here</a>	
Regex Query Tool	A tool that allows the user to enter a text string and then in a separate control enter a regex pattern. It will run the regular expression against the source text and return any matches or flag errors in the regular expression.	Text	<a href="#">Click Here</a>	
FTP Program	A file transfer program which can transfer files back and forth from a remote web sever.	Networking	<a href="#">Click Here</a>	
Get Atomic Time from Internet Clock	This program will get the true atomic time from an atomic time clock on the Internet. There are various clocks across the world. Do a search for a list of them.	Networking	<a href="#">Click Here</a>	
Chat Application (IRC or MSN style)	Create a chat application that can create simple chat rooms like on Internet Relay Chat (IRC) or a more direct chatting style like MSN. For added complexity, create your own protocol to facilitate this chatting.	Networking	<a href="#">Click Here</a>	
Fetch Current Weather	Get the current weather for a given zip/postal code.	Networking	<a href="#">Click Here</a>	

Project Name	Project Description	Category	Link to Project Description	Link to Project Solution
P2P File Sharing App	Create a program like LimeWire, FrostWire, Bearshare, or a torrent style application.	Networking	<a href="#">Click Here</a>	
Port Scanner	Enter an IP address and a port range where the program will then attempt to find open ports on the given computer by connecting to each of them. On any successful connections mark the port as open.	Networking	<a href="#">Click Here</a>	
Mail Checker (POP3 / IMAP)	The user enters various account information include web server and IP, protocol type (POP3 or IMAP) and the application will check for email on several accounts at a given interval.	Networking	<a href="#">Click Here</a>	
Packet Sniffer	A utility program that will read packets coming in and out of the machine along with related information like destination and payload size.	Networking	<a href="#">Click Here</a>	
Country from IP Lookup	Enter an IP address and find the country that IP is registered in.	Networking	<a href="#">Click Here</a>	
Whois Search Tool	Enter an IP or host address and have it look it up through whois and return the results to you.	Networking	<a href="#">Click Here</a>	
Zip/Postal Code Lookup	Enter a zip or postal code and have it return which city/cities that are in that zip code.	Networking	<a href="#">Click Here</a>	
Remote Login	Create a remote desktop style application which can see and control the remote computer (given you have permissions). It may require the use of your own private network and a second computer to test with.	Networking	<a href="#">Click Here</a>	

Project Name	Project Description	Category	Link to Project Description	Link to Project Solution
Site Checker with Time Scheduling	An application that attempts to connect to a website or server every so many minutes or a given time and check if it is up. If it is down, it will notify you by email or by posting a notice on screen.	Networking	<a href="#">Click Here</a>	
Small Web Server	A simple web server that can serve HTML files that contain Javascript and other forms of non-code executing code. Added complexity would be to try and implement streaming video, create a server-side language, or serve up other stream types.	Networking	<a href="#">Click Here</a>	
Web Bot	An automated program which carries out tasks on the web including checking websites, page scraping, and summarization of data or web posting.	Networking	<a href="#">Click Here</a>	
Product Inventory Project	Create an application which manages an inventory of products. Create a product class which has a price, id, and quantity on hand. Then create an inventory class which keeps track of various products and can sum up the inventory value.	Classes	<a href="#">Click Here</a>	
Movie Store	Manage video rentals and controls when videos are checked out, due to return, overdue fees and for added complexity create a summary of those accounts which are overdue for contact.	Classes	<a href="#">Click Here</a>	

Project Name	Project Description	Category	Link to Project Description	Link to Project Solution
Airline/Hotel Reservation System	Create a reservation system which books airline seats or hotel rooms. It charges various rates for particular sections of the plane or hotel. Example, first class is going to cost more than coach. Hotel rooms have penthouse suites which cost more. Keep track of when rooms will be available and can be scheduled.	Classes	<a href="#">Click Here</a>	
Student Gradebook Application	Keep track of students (with a student class that has their name, average, and scores) in a class and their grades. Assign their scores on tests and assignments to the students and figure out their average and grade for the class. For added complexity put the students on a bell curve.	Classes	<a href="#">Click Here</a>	
Bank Account Manager	Create a class called "Account" which will be an abstract class for three other classes called "CheckingAccount", "SavingsAccount" and "BusinessAccount". Manage credits and debits from these accounts through an ATM style program.	Classes	<a href="#">Click Here</a>	

Project Name	Project Description	Category	Link to Project Description	Link to Project Solution
Library Catalog	Create a book class with a title, page count, ISBN and whether or not it is checked out or not. Manage a collection of various books and allow the user to check out books or return books. For added complexity generate a report of those books overdue and any fees. Also allow users to put books on reserve.	Classes	<a href="#">Click Here</a>	
Create A Progress Bar for Downloads	Create a progress bar for applications that can keep track of a download in progress. The progress bar will be on a separate thread and will communicate with the main thread using delegates.	Threading	<a href="#">Click Here</a>	
Download Manager	Allow your program to download various files and each one is downloading in the background on a separate thread. The main thread will keep track of the other thread's progress and notify the user when downloads are completed.	Threading	<a href="#">Click Here</a>	
Chat Application (remote styling)	Create a chat application which allows you to connect directly to another computer by their IP through the use of remoting and allow your "server" application handle multiple incoming connections.	Threading	<a href="#">Click Here</a>	

Project Name	Project Description	Category	Link to Project Description	Link to Project Solution
Bulk Thumbnail Creator	Picture processing can take a bit of time for some transformations. Especially if the image is large. Create an image program which can take hundreds of images and converts them to a specified size in the background thread while you do other things. For added complexity, have one thread handling re-sizing, have another bulk renaming of thumbnails etc.	Threading	<a href="#">Click Here</a>	
WYIWYG Editor	Create an editor online which allows people to move around elements, create tables, write text, set colors etc for web pages without having to know HTML. Think Dreamweaver or FrontPage but for online sites. If you need an example check out the DIC page used to create a post.	Web	<a href="#">Click Here</a>	
Web Browser with Tabs	Create a small web browser that allows you to navigate the web and contains tabs which can be used to navigate to multiple web pages at once. For simplicity don't worry about executing Javascript or other client side code.	Web	<a href="#">Click Here</a>	
Page Scraper	Create an application which connects to a site and pulls out all links, or images, and saves them to a list. For added complexity, organize the indexed content and don't allow duplicates. Have it put the results into an easily searchable index file.	Web	<a href="#">Click Here</a>	

Project Name	Project Description	Category	Link to Project Description	Link to Project Solution
File Downloader	An application which can download various objects on a page including video streams or all files on a page. Great for pages with a lot of download links.	Web	<a href="#">Click Here</a>	
Telnet Application	Create an application which can telnet into servers across the internet and run basic commands.	Web	<a href="#">Click Here</a>	
Online White Board	Create an application which allows you and friends to collaborate on a white board online. Draw pictures, write notes and use various colors to flesh out ideas for projects. For added complexity try building in picture tubes.	Web	<a href="#">Click Here</a>	
Bandwidth Monitor	A small utility program that tracks how much data you have uploaded and downloaded from the net during the course of your current online session. See if you can find out what periods of the day you use more and less and generate a report or graph that shows it.	Web	<a href="#">Click Here</a>	
Bookmark Collector and Sorter	An application that you can put online for people to upload bookmarks to, have it sort them, remove duplicates and export the entire list as a Firefox/IE/Safari bookmark file. For added complexity see if you can group the bookmark items into various folders.	Web	<a href="#">Click Here</a>	



Project Name	Project Description	Category	Link to Project Description	Link to Project Solution
Password Safe	A program which keeps track of passwords for sites or applications and encrypts them with a key so that no one can read them.	Web	<a href="#">Click Here</a>	
Media Player widget for iGoogle	Create an iGoogle gadget which can play various song lists from your computer as well as share one song daily. Perhaps let people look up which songs you have listened to lately.	Web	<a href="#">Click Here</a>	
Text-base Game Like Utopia	Create a simple text based RPG like Utopia where you can create a civilization, gather resources, forge alliances, cast spells and more on a turn based system. See if you can dominate the kingdom.	Web	<a href="#">Click Here</a>	
Scheduled Auto Login and Action	Make an application which logs into a given site on a schedule and invokes a certain action and then logs out. This can be useful for checking web mail, posting regular content, or getting info for other applications and saving it to your computer.	Web	<a href="#">Click Here</a>	
E-card Generator	Make a site that allows people to generate their own little e-cards and send them to other people. Can use flash or not. Use a picture library and perhaps insightful mottos or quotes.	Web	<a href="#">Click Here</a>	
Content Management System	Create a content management system (CMS) like Joomla, Drupal, PHP Nuke etc. Start small and allow for the addition of modules/addons later.	Web	<a href="#">Click Here</a>	

Project Name	Project Description	Category	Link to Project Description	Link to Project Solution
Template Maker	Make a site or application which allows the user to enter in various color codes, elements, dimensions and constructs a template file for a particular application like PHPBB, Invision Board, MySpace, Bebo, etc.	Web	<a href="#">Click Here</a>	
CAPTCHA Maker	Ever see those images with letters a numbers when you signup for a service and then asks you to enter what you see? It keeps web bots from automatically signing up and spamming. Try creating one yourself for online forms. If you use PHP, take a look at the image functions of GD.	Web	<a href="#">Click Here</a>	
Quiz Maker	Make an application which takes various questions form a file, picked randomly, and puts together a quiz for students. Each quiz can be different and then reads a key to grade the quizzes.	Files	<a href="#">Click Here</a>	
Quick Launcher	A utility program that allows the user to assign various programs to icons on a toolbar. Then by clicking the buttons they can quickly launch the programs with parameters etc. Much like Windows quick launch.	Files	<a href="#">Click Here</a>	
File Explorer	Create your own windows explorer program but with added features, better searching, new icons and other views.	Files	<a href="#">Click Here</a>	

Project Name	Project Description	Category	Link to Project Description	Link to Project Solution
Sort File Records Utility	Reads a file of records, sorts them, and then writes them back to the file. Allow the user to choose various sort style and sorting based on a particular field.	Files	<a href="#">Click Here</a>	
Add Transactions in File and Find Average	Read in a file of financial transactions, group them into accounts, add up fields or find averages or apply credits and debits to each account.	Files	<a href="#">Click Here</a>	
Create ZIP File Maker	The user enters various files from different directories and maybe even another computer on the network and the program transfers them and zips them up into a zip file. For added complexity, apply actual compression to the files.	Files	<a href="#">Click Here</a>	
PDF Generator	An application which can read in a text file, html file or some other file and generates a PDF file out of it. Great for a web based service where the user uploads the file and the program returns a PDF of the file.	Files	<a href="#">Click Here</a>	
Bulk Renamer and Organizer	This program will take a series of files and renames them with a specific filename filter entered by the user. For instance if the user enters myimage###.jpg it will rename all files with a "minimum" of three numbers like "myimage001.jpg", "myimage145.jpg" or even "myimage1987.jpg" since 1987 has at least three numbers.	Files	<a href="#">Click Here</a>	

Project Name	Project Description	Category	Link to Project Description	Link to Project Solution
MP3 Tagger	Modify and add ID3v1 tags to MP3 files. See if you can also add in the album art into the MP3 file's header as well as other ID3v2 tags.	Files	<a href="#">Click Here</a>	
Log File Maker	Make an application which logs various statistics in response to given events. This can be something that logs what an application does, what the system is doing, when something like a file changes etc.	Files	<a href="#">Click Here</a>	
Excel Spreadsheet Exporter	Create an online application which can read in a file and create an Excel Spreadsheet to export back. This can be through CVS or other file formats. For added complexity, see if you can create formula fields as well.	Files	<a href="#">Click Here</a>	
RPG Character Stat Creator	Make a program which will randomly create a character's stats based on several rules set forth by the user. Have it generate a class, gender, strength/magic/dexterity points, and extra abilities or trades. Have it save it to a file which can then be printed out by a dungeon master.	Files	<a href="#">Click Here</a>	

Project Name	Project Description	Category	Link to Project Description	Link to Project Solution
Image Map Generator	Image maps are those images on the web that have multiple hover points that link to different pages. Such images may include maps or splash pages. See if you can make one where the user specifies an image, clicks hotspots in the image and specify links. It will then generate the HTML code to a file that the user can then copy and paste into their website to make the image map.	Files	<a href="#">Click Here</a>	
File Copy Utility	Create a utility that can do bulk file copying and backups of other files.	Files	<a href="#">Click Here</a>	
Code Snippet Manager	Another utility program that allows coders to put in functions, classes or other tidbits to save for use later. Organized by the type of snippet or language the coder can quickly look up code. For extra practice try adding syntax highlighting based on the language.	Files	<a href="#">Click Here</a>	
Versioning Manager	Create your own versioning system for code files. Users are forced to check out items and lock items during reading and writing so that a group of programmers are not accidentally overwriting code files on one another.	Files	<a href="#">Click Here</a>	

Project Name	Project Description	Category	Link to Project Description	Link to Project Solution
SQL Query Analyzer	A utility application which a user can enter a query and have it run against a local database and look for ways to make it more efficient.	Databases	<a href="#">Click Here</a>	
Remote SQL Tool	A utility that can execute queries on remote servers from your local computer across the Internet. It should take in a remote host, user name and password, run the query and return the results.	Databases	<a href="#">Click Here</a>	
Baseball/Other Card Collector	Create an online application for keeping track of a collection of cards. Let the user enter all cards in a set, check off which ones they have, which ones they need and generate lists of cards they are looking for. For extra complexity, have it sum up sets and generate reports on how close they are of completing sets or the current value of a set.	Databases	<a href="#">Click Here</a>	
Report Generator	Create a utility that generates a report based on some tables in a database. Generates a sales reports based on the order/order details tables or sums up the days current database activity.	Databases	<a href="#">Click Here</a>	
Database Backup Script Maker	A program which reads a database's objects, relationships, records and stored procedures and creates a .sql file which can then be imported into another database or kept as a backup file to rebuild the database with.	Databases	<a href="#">Click Here</a>	

Project Name	Project Description	Category	Link to Project Description	Link to Project Solution
Event Scheduler and Calendar	Make an application which allows the user to enter a date and time of an event, event notes and then schedule those events on a calendar. The user can then browse the calendar or search the calendar for specific events. For added complexity, allow the application to create reoccurrence events that reoccur every day, week, month, year etc.	Databases	<a href="#">Click Here</a>	
Budget Tracker	Write an application that keeps track of a household's budget. The user can add expenses, income, and recurring costs to find out how much they are saving or losing over a period of time. For added complexity allow the user to specify a date range and see the net flow of money in and out of the house budget for that time period.	Databases	<a href="#">Click Here</a>	
Address Book	Keep track of various contacts, their numbers, emails and little notes about them like a Rolodex in the database. For extra complexity, allow the user to connect to a website publish their address book based on specific options the user has set.	Databases	<a href="#">Click Here</a>	

Project Name	Project Description	Category	Link to Project Description	Link to Project Solution
TV Show Tracker	Got a favorite show you don't want to miss? Don't have a PVR or want to be able to find the show to then PVR it later? Make an application which can search various online TV Guide sites, locate the shows/times/channels and add them to a database application. The database/website then can send you email reminders that a show is about to start and which channel it will be on.	Databases	<a href="#">Click Here</a>	
Travel Planner System	Make a system that allows users to put together their own little travel itinerary and keep track of the airline / hotel arrangements, points of interest, budget and schedule.	Databases	<a href="#">Click Here</a>	
Entity Relationship Diagram (ERD) Creator	A program that allows the user to put together ERD diagram and save it or have it generate some basic SQL syntax to give them a jump start.	Databases	<a href="#">Click Here</a>	
Database Translation (MySQL <-> SQL Server)	A simple utility that reads in from one database and constructs SQL compliant with another database. Then saves that to another database. One popular transition would be to and from MySQL server for databases like SQL Server and Oracle.	Databases	<a href="#">Click Here</a>	
Web Forum	Create a forum for you and your buddies to post, administer and share thoughts and ideas.	Databases	<a href="#">Click Here</a>	



Project Name	Project Description	Category	Link to Project Description	Link to Project Solution
Slide Show	Make an application that shows various pictures in a slide show format. For extra complexity try adding various effects like fade in/out, star wipe and window blinds transitions.	Graphics and Multimedia	<a href="#">Click Here</a>	
Mindmapper	Allow the user to put down ideas and quickly brainstorm how they are related into a mind map. The goal here is speed so let the user quickly write in an idea and drag it around in a visual map to show relationships.	Graphics and Multimedia	<a href="#">Click Here</a>	
Import Picture and Save as Grayscale	A utility that sucks the color right out of an image and saves it. You could add more including adjusting contrast, colorizing and more for added complexity.	Graphics and Multimedia	<a href="#">Click Here</a>	
Stream Video from Online	Try to create your own online streaming video player.	Graphics and Multimedia	<a href="#">Click Here</a>	
MP3 Player and other formats	A simple program for playing your favorite music files. For extra complexity see if you can add in playlists and an equalizer.	Graphics and Multimedia	<a href="#">Click Here</a>	
Bulk Picture Manipulator	This program will take in a directory of pictures and apply a certain effect to them whether it be reducing color count, changing its format, or alter file attributes. For something extra try to see if you can also create a system to tag them.	Graphics and Multimedia	<a href="#">Click Here</a>	
CD Burning App	Create a utility that simply burns data to a CD.	Graphics and Multimedia	<a href="#">Click Here</a>	

Project Name	Project Description	Category	Link to Project Description	Link to Project Solution
YouTube Downloader	A program which can download videos to your hard drive from youtube.com. Save the files in various formats including FLV and AVI.	Graphics and Multimedia	<a href="#">Click Here</a>	
Wallpaper Manager	Make a program which keeps track of your favorite wallpapers, changes them regularly and maybe even re-sizes them for your resolution (aka tiles one and stretches another)	Graphics and Multimedia	<a href="#">Click Here</a>	
Screen Capture Program	Make a utility that will simply capture a frame from your web cam. For added complexity see if you can also build in emailing functionality.	Graphics and Multimedia	<a href="#">Click Here</a>	
Image Browser	This application is used to view various image files on your computer from PNG, GIF, JPG to BMP, TIFF etc.	Graphics and Multimedia	<a href="#">Click Here</a>	
Traffic Light Application	See if you can make your own street light application and then put it into an intersection scenario. Don't let any cars run the lights and crash into one another!	Graphics and Multimedia	<a href="#">Click Here</a>	
MP3 to WAV Converter	MP3 is essentially compressed wav format. See if you can translate it back into wav so that some other sound editing programs can work with the wav file itself. Keep in mind that 1 MB of MP3 is relative 10MB wav.	Graphics and Multimedia	<a href="#">Click Here</a>	

Project Name	Project Description	Category	Link to Project Description	Link to Project Solution
Signature Maker	Ever seen those web board posts where someone has a generated signature made up? See if you can make a program that allows the user to specify a background, text, colors and alignment to make their own signatures or userbars.	Graphics and Multimedia	<a href="#">Click Here</a>	
Screensaver Maker	Make a screensaver program that will run while your computer sits idle. To make a simple one use some standard pictures and then for added complexity try a 3D object that spins around the screen and bounces off the sides.	Graphics and Multimedia	<a href="#">Click Here</a>	
Watermarking Application	Have some pictures you want copyright protected? Add your own logo or text lightly across the background so that no one can simply steal your graphics off your site. Make a program that will add this watermark to the picture.	Graphics and Multimedia	<a href="#">Click Here</a>	
Turtle Graphics	This is a common project where you create a floor of 20 x 20 squares. Using various commands you tell a turtle to draw a line on the floor. You have move forward, left or right, lift or drop pen etc. For added complexity, allow the program to read in the list of commands from a file. Do a search online for "Turtle Graphics" for more information.	Graphics and Multimedia	<a href="#">Click Here</a>	

Project Name	Project Description	Category	Link to Project Description	Link to Project Solution
Battleship	Create two game boards and let each player place a number of war ships. Each player can't see the other person's board. They then take turns firing at one another by guessing one of the board squares. If the square they guess contains part of a ship, it is a hit. Otherwise it is a miss. They sink a ship when all squares containing that particular ship have been uncovered. The player wins when all their opponents' ships have been sunk.	Games	<a href="#">Click Here</a>	
Chess and Checkers	Simply put a game of chess or checkers. Try to make it playable online and if you can use a graphical user interface that can also undo or redo a step as well as keep a history of moves for replay.	Games	<a href="#">Click Here</a>	
Hangman	Randomly select a word from a file, have the user guess characters in the word. For each character they guess that is not in the word, have it draw another part of a man hanging in a noose. If the picture is completed before they guess all the characters, they lose.	Games	<a href="#">Click Here</a>	
Crossword Puzzle	Create a crossword puzzle which links words together on common letters. Provide a list of clues for each word and let the user enter fill in the words until the entire crossword is filled in.	Games	<a href="#">Click Here</a>	

Project Name	Project Description	Category	Link to Project Description	Link to Project Solution
Frogger	Get your frog across the river and lanes of traffic by either jumping on logs and lily pads rushing by at different speeds or avoid the automobiles which are also moving at various speeds. Based on the old arcade game.	Games	<a href="#">Click Here</a>	
<a href="http://www.linuxtrainingacademy.com">http://www.linuxtrainingacademy.com</a>				