ESCUELA SUPERIOR POLITECNICA DEL LITORAL

experiencies book

2012, Second term.

Lenguajes de programación
Ing. Javier Tibau

User's guide of save –n- search

Application Name: Save & Seach
Size: 527.89 k
Versión: 1.0

- ✓ **Authors:**

Juan Mite
Jose Velez
Daniel Torres
Jose Cuadrado

- ✓ **The app:**

This app was designed and implemented to solve the problem that some students and forgetful people have, its work is to perform a search a topic, word, term or data which can not or will not investigate at the time.

- ✓ **What differentiates our application to the Google search?**

In the app store there is no application that looks like save-n-search. The closest is the Google search bar, here describe the main differences:

The first difference is that in Google's search bar the search is make it "manually" while Search-n-Save search is done automatically in the background and the user does not see while searching the topic.

The second difference is that in the Google's search bar the pages can not be saved, the user can even take screenshots of the pages you think are useful these occupy much space in memory, and also slow the high computational cost working Android image viewer.

And the most important is the topics of inquiry that have been found, can be viewed in pdf format, even if the device is not connected to the network, this is because they are available to the user on the phone's SD permanently until they are deleted..

- ✓ **app permissions:**

Save & Search requires the following permissions to run:

1. Permission to connect to the network.
   Permission is required to start the search and download of themes inquiry list.

2. **Antilock Permit.**
   Necessary for the screen is not blocked while it is running or is idle.

3. **Permissions to save in SD card.**
   This permission is essential for our application because without the Save-n-Search fails to create the folder on the SD card which stores the pdf.

✓ Example of use:

A student is in the middle of class when the teacher mentions briefly a topic which is unknown to the student the student quickly pulls out his phone and just write the theme handles the application automatically and quietly look online and download it, then completion of the class or in the comfort of your home the student reviews the issues he wanted to consult, what makes this app interesting is that no further review is necessary that the mobile is connected to the network.

✓ Icon:

It is a proprietary design, original and eye-catching showing two 'S' an S-shaped dragon whose head is an arrow indicating download, this is the part of 'Save' and the other S is in the lens and is the 'Search'.

✓ Main menu:

The main menu is the first screen the user to visualize after application and has launched with the same following buttons that perform the functions described below:

□□ New Note:

Here the user creates a new entry, the new subject to consult.

✓ Back:

Pressing this button takes the user back to the main menu without saving the query.

- ✓ Save:

The theme is stored in a queue where waiting to be viewed and downloaded this process is done in the background when the phone is locked.

- ✓ View Note:

Here it will show the user a list of queries that have not been completed yet or are pending status. If the user does not find the word you see is remote because the issue has already been consulted and is saved in the SD in the application folder with the same name Save-n-Search

- ✓ Lista back:

Clicking here the user returns to the main menu, where you can keep writing topics for consultation, consulting saved topics, about, etc.

- ✓ Pages saved:

In this section the user can see the consultations of the issues, saved in the SD, in pdf format, they are stored in a folder on the SD card folder name is equal to the implementation-n-Save Search, solved that the application should save in this format because occupy much less space than if we caught screen queries.

- ✓ Exit:

This button allows the user to leave the application, with the updated list of search words, once here the controller tasks and processes destroy android activity or keep it for when the user wants to log in again you do from this window, most times is destroyed and the user starts from the start window.

- ✓ Acerca De:

The application was developed by Juan Mite (jumimite@espol.edu.ec) Jose Velez (jovelez@espol.edu.ec) Daniel Torres (danitorres@espol.edu.ec) Jose Cuadrado (josedacuadrado@espol.edu.ec). All of Engineering degree in computer science from the Escuela Superior Politecnica del Litoral, the project was about the art of programming languages dictated by Javer Tibau, professor at the Facultad de Ingeniería Eléctrica y Computación (FIEC).

- ✓ Bibliography:

All the literature we consulted is in English, but definitely the forums are helpful when inquiring about a development problem.
http://developer.android.com/guide

- ✓ Remarks

The main point regarding implementing search-n-save was the headache that gave us the eclipse platform, to be specific android emulator for some strange reason there were moments in which to work and others not, we lost long in such problems, it should be noted also that there was much online support material such as eg videotuturiales, exercises etc which served us end this application.

- ✓ Conclusions

learn to use a new language in a few weeks is not that complicated but it would be easier if there were a good platform eclipse because it gave me a lot to be desired, after all we achieved our objective the app is complete and ready to make life easier any person.

- ✓ Experiences

Developing for android work was challenging at first because it was a challenge, then when the first problems with the

emulator lost time this will be useful experience for future projects in which we take the time to choose the best platform on which develop

One of the experiences was the development of the self-learning which we relied a lot because we had no help from the teacher, we believe that was one of the goals of self-learning materials and have complied

Furthermore one of the greatest experiences was working with a great team; my teammates did a good job and committed to the development of this app

Escape plan:

Application Name: escape plan
Size: 27.4 Mb
Versión: 1.0

- ✓ Authors:
  Juan Mite
  Luigui Allauca
  Daniel Cuadrado

- ✓ Introduction:
  The game is directed to people with visual disabilities (blind) what we intend with our game is that the player improve their keyboarding skills in addition to immersion in an adventure

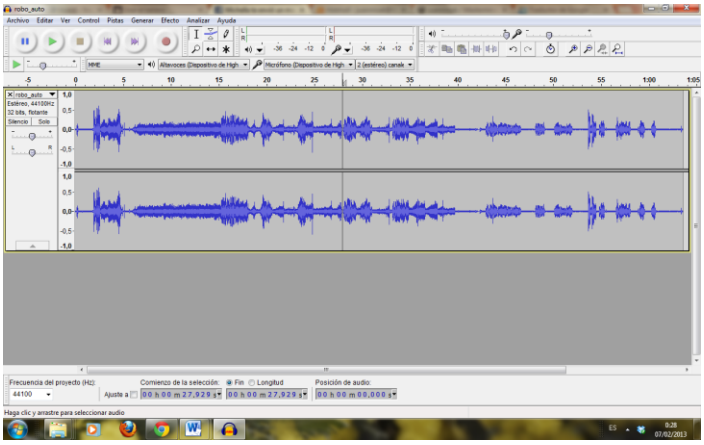
- ✓ The game:
  The game moves the player to step into the shoes of a prisoner who has just been leak from jail fire advantage in the game the player will have to manage to not go to prison again or not being shot by police who are looking for at him.

  The player will have to press keys and each key represents an option, these options if taken correctly will take you to the border where you will have a new chance at a new life.

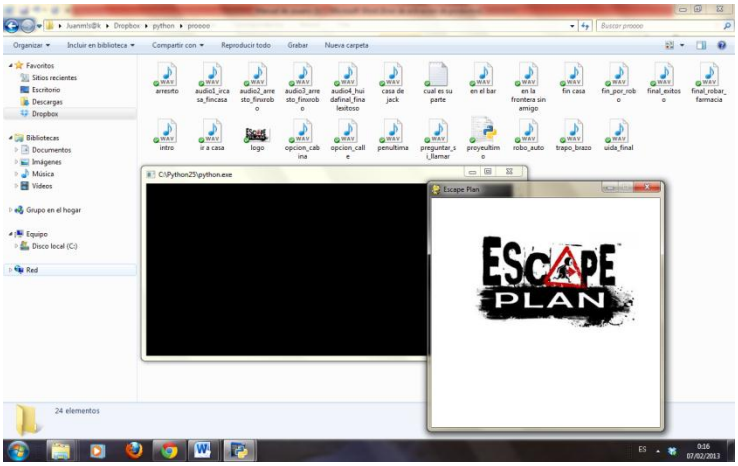
  If the player does not make the right decisions the character back to jail where he will be sentenced to life imprisonment or a possible episode killed in a shootout.

✓ Objectives:

The principal objectives are:
To understand about a Python's syntax.
To learn how to use the programming language Python.
To learn how to develop application in Python.
To learn how to use audacity or any else software to recording sounds



✓ Implementation



Project structure is simple it only consists of ones nested if else actually doing the implementation issue was to have a good idea to carry it out, the audio also had to ingenerate from our-self imagination considering where we wanted to move to player to these scenes, the sounds were not as complicated recording but the sound effects get this it was!

- ✓ Remarks

Python is very easy to learn and use because it has very clean syntax that makes your code readable also uses sentences that are easy to learn because they are practically pseudo-code, something that characterizes python and alignment this block of code that the brackets are made stop needless.

- ✓ Conclusions

In conclusion python is a very friendly language should teach students basics of programming in this language certainly lower the number of students retained and change their career

programming in python is not anything special it really was labor cost make sound recordings were real search for the best sound effects so we can make a quality game

- ✓ Experiences

Develop in python was fun because not much effort required at the time to learn a language as it is quite simple.

there are things that should be taken into account when programming in python for example be very careful with the indentation this could produce unexpected results that is semantic errors

I personally recommend Python programmers who are just starting because it is actually friendly language is the language friendlier on which I developed

the software you use to record the audio is simple, lightweight and versatile the best I've tried so far but you have to be very careful when you start recording, you have to ensure that there is not a sound in the surrounding areas this could take realism to the game

- ✓ bibliography:

All the literature we consulted is in English, but definitely the forums are helpful when inquiring about a development problem.

http://pygame.org/news.html

Application Name: escape plan
Size: 27.4 Mb
Versión: 1.0

✓ Authors:
Vanessa Robles
Juan Mite

✓ Mastermind on Haskell

Our resolution is based on the implementation of algorithm called ”Hill climbing algorithm” to be able to solve the game Mastermind, Although the implementation of this solution is in certain languages such as Java, C + +, C had no indication that embers in Haskell assumed that was because it was a relatively new language

at the beginning we had problems with learning the syntax I guess it's because we've been accustomed to Java and C language but the real cause was that Haskell really complicated.

✓ A bit of history of Haskell

In September of 1987 a meeting was held at the conference on Functional Programming Languages and Computer Architecture in Portland, Oregon, to discuss an unfortunate situation in the functional programming community: there had come into being more than a dozen non-strict, purely functional programming languages, all similar in expressive power and semantic underpinnings. There was a strong consensus at this meeting that more widespread use of this class of functional languages was being hampered by the lack of a common language. It was decided that a committee should be formed to design such a language, providing faster communication of new ideas, a stable foundation for real applications development, and a vehicle through which others would be encouraged to use functional languages.

View a complete history on: http://research.microsoft.com/en-us/um/people/simonpj/papers/history-of-haskell/history.pdf

✓ Mastermind

Mastermind or Master Mind is a code-breaking game for two players. The modern game with pegs was invented in

1970 by Mordecai Meirowitz, an Israeli postmaster and telecommunications expert, but the game resembles an earlier pencil and paper game called Bulls and Cows that may date back a century or more.

The two players decide in advance how many games they will play, which must be an even number. One player becomes the codemaker, the other the codebreaker. The codemaker chooses a pattern of four code pegs. Duplicates are allowed, so the player could even choose four code pegs of the same color. The chosen pattern is placed in the four holes covered by the shield, visible to the codemaker but not to the codebreaker.
The codebreaker tries to guess the pattern, in both order and color, within twelve (or ten, or eight) turns. Each guess is made by placing a row of code pegs on the decoding board. Once placed, the codemaker provides feedback by placing from zero to four key pegs in the small holes of the row with the guess. A colored or black key peg is placed for each code peg from the guess which is correct in both color and position. A white key peg indicates the existence of a correct color code peg placed in the wrong position.

If there are duplicate colours in the guess, they cannot all be awarded a key peg unless they correspond to the same number of duplicate colours in the hidden code. For example, if the hidden code is white-white-black-black and the player guesses white-white-white-black, the codemaker will award two colored key pegs for the two correct whites, nothing for the third white as there is not a third white in the code, and a colored key peg for the black. No indication is given of the fact that the code also includes a second black.

Once feedback is provided, another guess is made; guesses and feedback continue to alternate until either the codebreaker guesses correctly, or twelve (or ten, or eight) incorrect guesses are made.

The codemaker gets one point for each guess a codebreaker makes. An extra point is earned by the codemaker if the codebreaker doesn't guess the pattern exactly in the last guess. (An alternative is to score based on the number of colored key pegs placed.) The

winner is the one who has the most points after the agreed-upon number of games are played

✓ Five Teachable Moments during Gameplay

The following examples of situations that commonly occur in games of Mastermind, adapted from actual student games, present opportunities for discussions about scientific reasoning and experimental design.

Lesson 1: Well-controlled experiments allow strong, specific conclusions

Lesson 2: Over-interpretation of data leads to false conclusions

Lesson 3: The value of negative data

Lesson 4: Good experimental design saves time in the long run

Lesson 5: Rather than seeking to confirm your hypothesis, test it as severely as possible. If a hypothesis is invalid, discard it immediately.

✓ bibliography:

http://www.plosbiology.org/article/info%3Adoi%2F10.1371%2Fjournal.pbio.1000578

http://research.microsoft.com/en-us/um/people/simonpj/papers/history-of-haskell/history.pdf

✓ Conclusions

In conclusion Haskell programming language is a bit tricky when using variables IO (), but is more intuitive Haskell many ways to perform certain things. Haskell provides error correction of an easier way so that the type of language is more semantic.

- ✓ Experiences

  Manage Haskell has been difficult to handle and get used to a functional language is distitos to programming languages and used.

  Perform functions in Haskell has been easy, but when we complicate generate within a "main" and you had to otherwise handle variables to be filed or processed.