Presentation Week1

Hanan Alnizami
• Week 1 Plans
• Tasks
• Accomplishments
• Problems
• What’s Learnt
• Future Plan
Plans for week 1:

- Reading
- Problem Solving/Research
- Java Programming- NetBeans
- Familiar with Java Swing,
- Java binding OpenGL
- DMP Webpage
- Projects
Chapter 1:

- Central Processing Unit (CPU) - read, carry out.
- Polling and Interrupts - asynchronous events.
- Machine Language and high-level Programming languages.
- Compilers and Interpreters.
- Subroutines: Chunks of code.
- Java - platform-independent Language.
- Why Java?! 
  - Communication and Integration.
  - Flexible.
Tasks:

- DMP webpage:
  - Making the DMP webpage.

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Tasks (cont):

- **DMP webpage:**
  - Making the DMP webpage—Blog.

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Tasks (cont):

• DMP webpage:
  • Making the DMP webpage—Applet.
Tasks (cont):

- Projects:
  - Java Application – Hello World!
Tasks (cont):

• Projects (cont):

• Java Application to Applet
Tasks (cont):

• Projects (cont.):
  • Implementing JApplet in HTML
Tasks (cont):

• Projects (cont.):
  • Rendering Cube using LWJGL
Accomplished:
• Hello World! project
• JApplet in HTML implementation
• DMP student Web page setup.

Partially Accomplished:
• Research Project 3 [rendering cube].
• Reading
What’s learnt:

- Research / Problem Solving
- Java Programming - NetBeans, OpenGL
- Integrating Applet into HTML
- Patience! Patience! AND Patience!
Future Plan:

• Reading more documents!
• Less Whining more work!
• Driving Evie Insane!
• Taking notes!
Literature Review

Games, Stories or Something More Traditional

Hanan Alnizami
Motivation

• Declination of enrollment to CS

• Ways to:
  • Examine-project types
  • Increase submission
  • Increase motivation
• Proposed Solution:
  • Using games as a teaching tool appeals more to students than the traditional Assignments
Study- Project 1:

- Choose your own subject
- Open Ended
- Could not include story telling projects in Java portion of plans.
Study- Project 2:
1. Game
2. Adventure Story
3. Recursive Skeleton Reversal
The End