

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

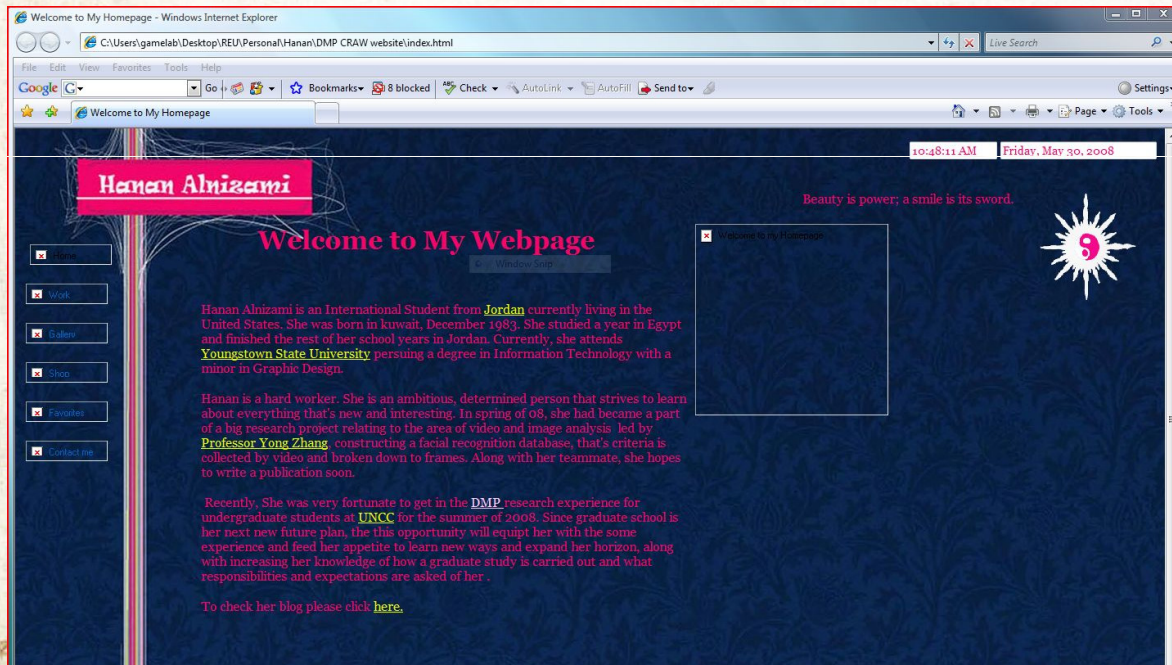


Chapter 1:

- 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.

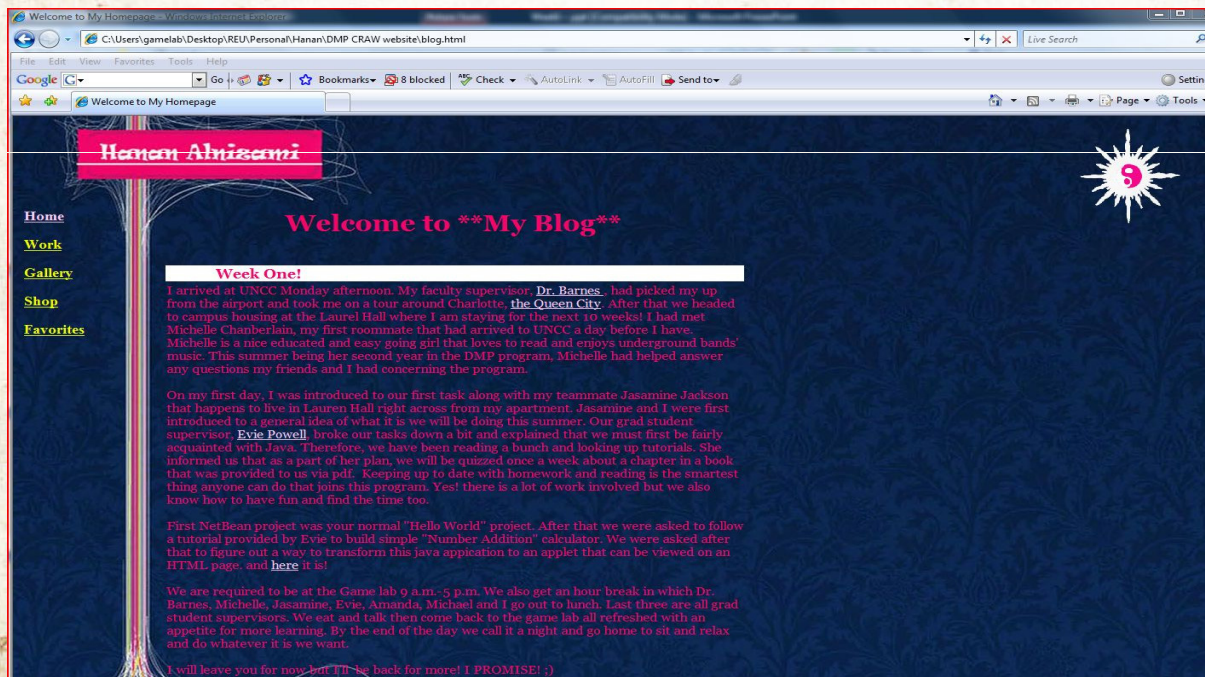
Tasks:

- DMP webpage:
- Making the DMP webpage.



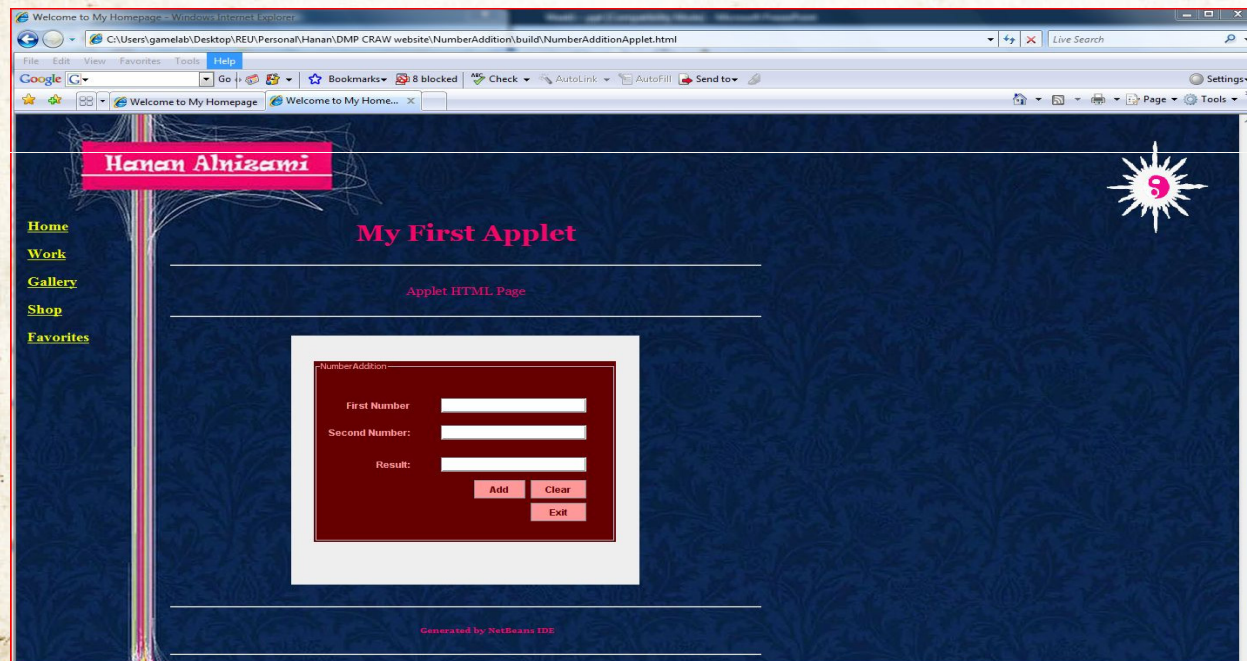
Tasks (cont):

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



Tasks (cont):

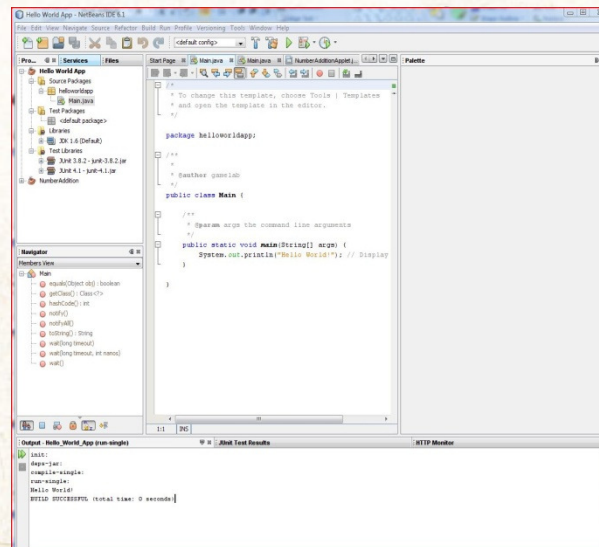
- DMP webpage:
 - Making the DMP webpage—Applet.



Tasks (cont):

- Projects:

- Java Application– Hello World!



The screenshot shows an IDE window titled "Hello World App - NetBeans IDE 8.1". The main editor displays the following Java code:

```
package helloworldapp;  
  
/**  
 * To change this template, choose Tools | Templates  
 * and open the template in the editor.  
 */  
  
package helloworldapp;  
  
/**  
 * Another comment.  
 */  
  
public class Main {  
  
    /**  
     * Param args the command line arguments  
     */  
    public static void main(String[] args) {  
        System.out.println("Hello World!"); // display  
    }  
  
}
```

The IDE interface includes a "Navigator" on the left showing the project structure, a "Members List" below it, and an "Output" window at the bottom showing the execution results:

```
11:11 AM  
C:\Users\alnazami> java -jar  
helloworldapp-  
run-1.0.jar  
Hello World!  
BUILD SUCCESSFUL (total time: 0 seconds)
```

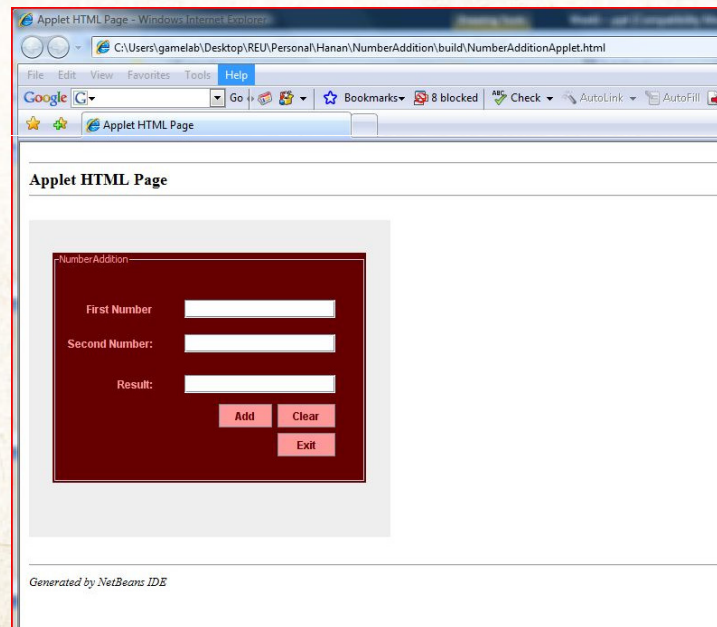

Tasks (cont):

- Projects (cont):
 - Java Application to Applet



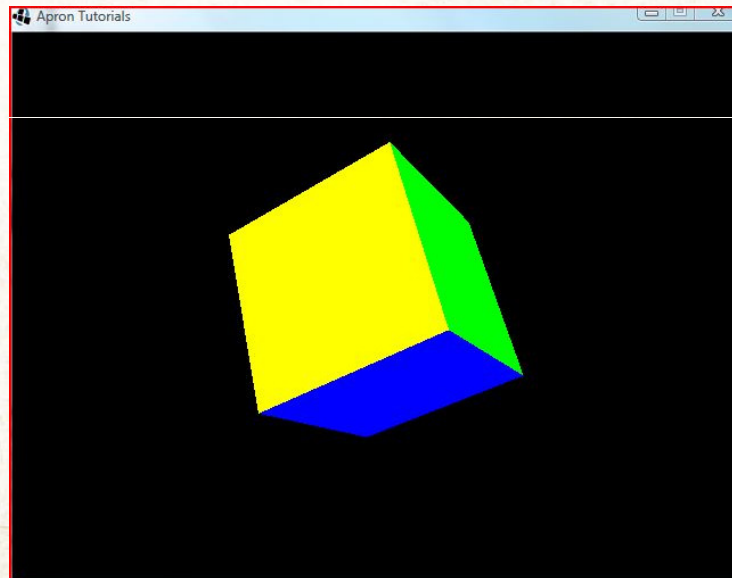
Tasks (cont):

- 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!



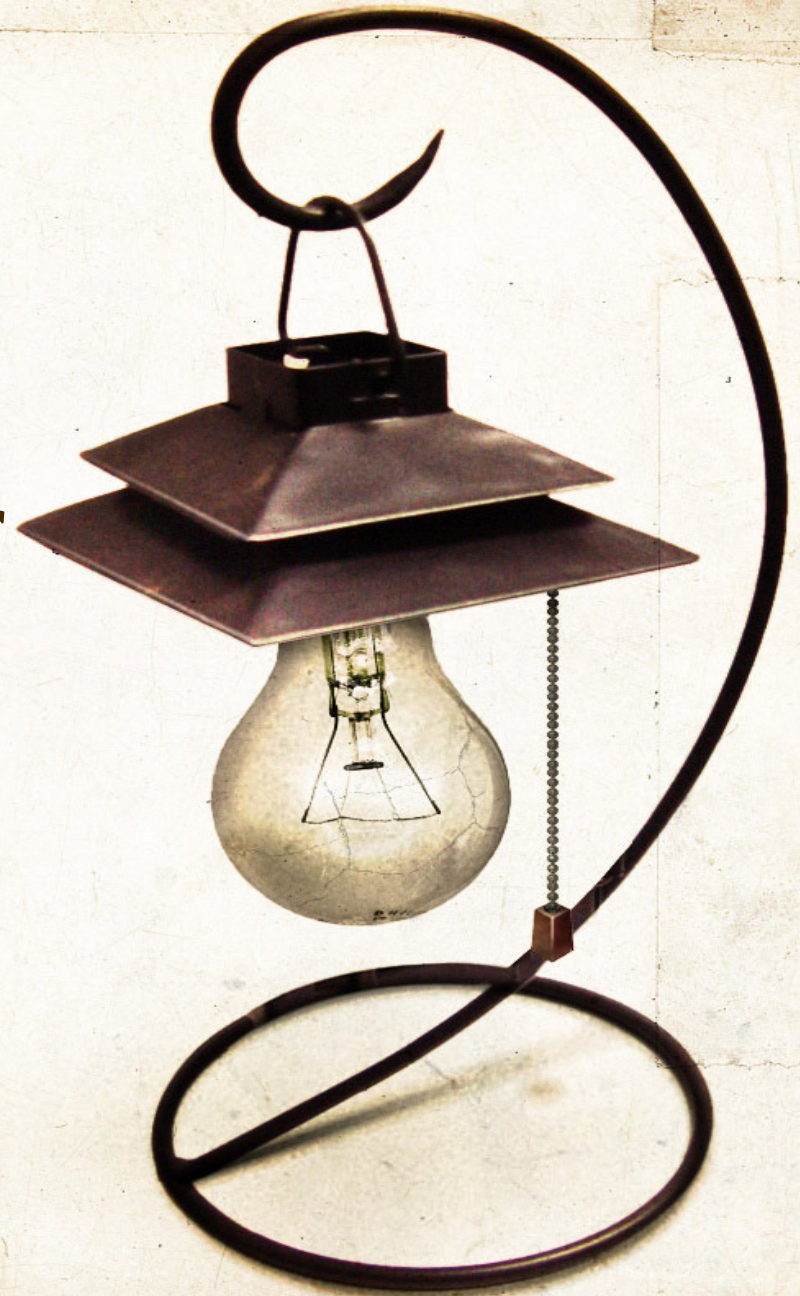
Future Plan:

- Reading more documents!
- Less Whining more work!
- Driving Evie Insane!
- Taking notes!



Literature Review
Games, Stories or
Something More
Traditional

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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