

# Project 1: MF Scheduler

## MF SCHEDULER



- Chooses the best configuration of member and labor assignment, taking into account preferences and availability.
- Capable of handling 10,000+ members and labor positions in the database.
- Written primarily in entirely in C++, leading to performance optimizations and very quick runtime. Highly maintainable and scalable codebase.
- Cross-platform, with export options of Windows, Linux, and Mac OSX

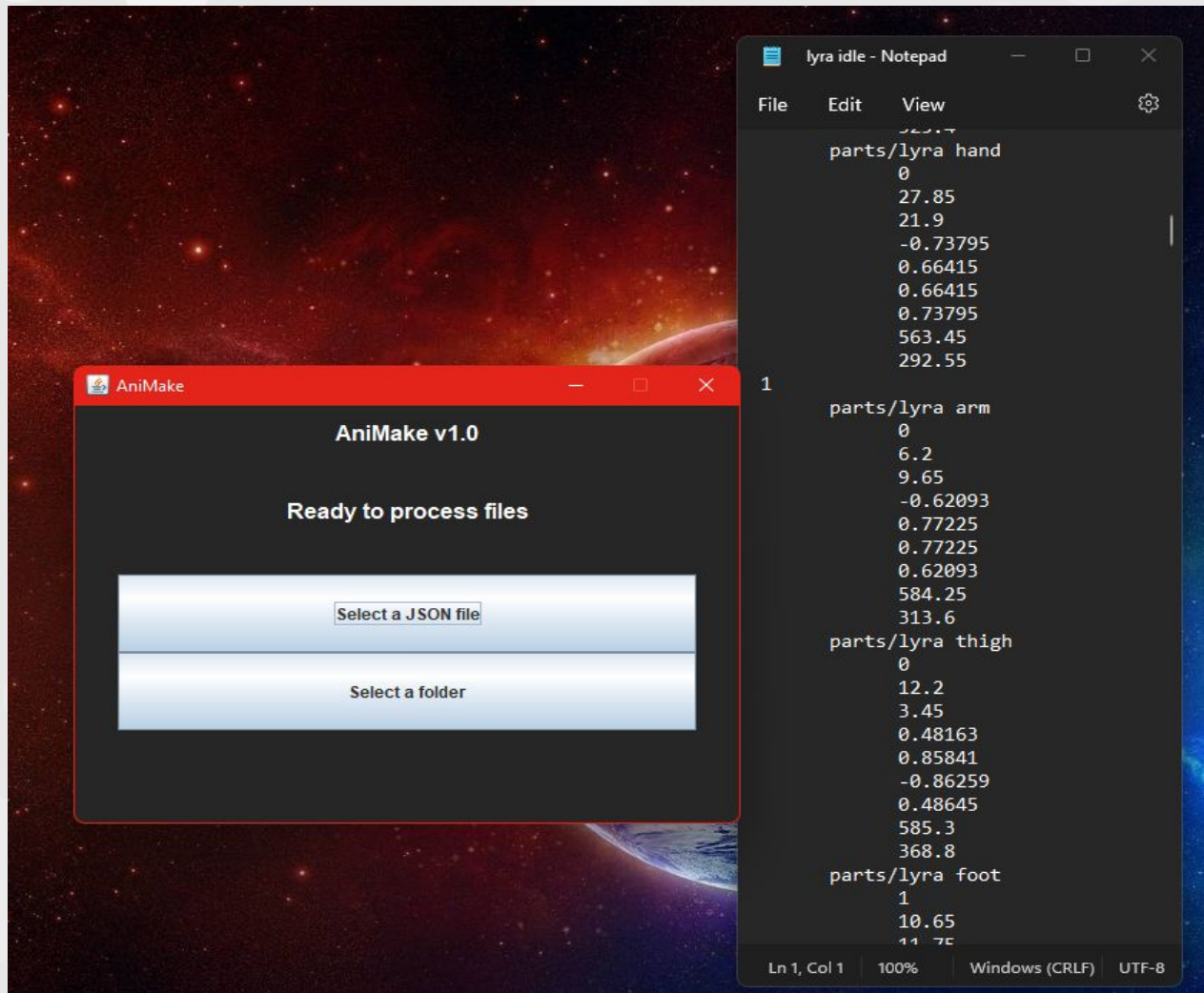
# Project 2: Burst Battle



- Fast-paced at a smooth 60 frames per second, adaptively scales to any screen resolution
- Supports multiplayer
- Written primarily in GameMaker Language (object-oriented C++/JavaScript style language) and uses Java and ActionScript for asset creation/management.
- Includes robust networking capabilities leveraging the security and reliability of TCP communications.

# Project 3: AniMake

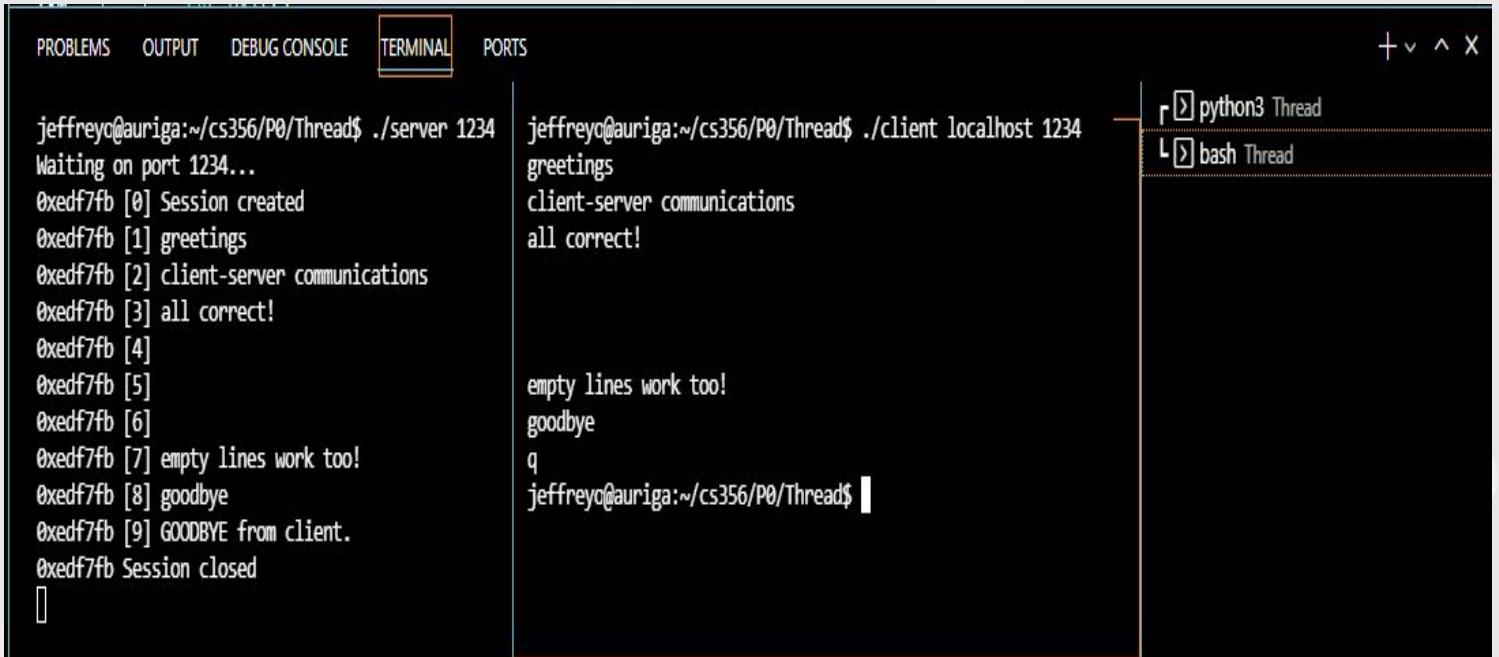
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- Converts Adobe Animate json files into a more readable and easily parsable text file
- Can batch create different animation files, saving the user time considerably
- Supports additional functionality not given by Adobe Animate such as symbol modifiers

# Project 4: POP Networking

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```
PROBLEMS OUTPUT DEBUG CONSOLE TERMINAL PORTS + v ^ X
jeffreyo@auriga:~/cs356/P0/Thread$ ./server 1234
Waiting on port 1234...
0xedf7fb [0] Session created
0xedf7fb [1] greetings
0xedf7fb [2] client-server communications
0xedf7fb [3] all correct!
0xedf7fb [4]
0xedf7fb [5]
0xedf7fb [6]
0xedf7fb [7] empty lines work too!
0xedf7fb [8] goodbye
0xedf7fb [9] GOODBYE from client.
0xedf7fb Session closed
[]

jeffreyo@auriga:~/cs356/P0/Thread$ ./client localhost 1234
greetings
client-server communications
all correct!

empty lines work too!
goodbye
q
jeffreyo@auriga:~/cs356/P0/Thread$
```

- Lightweight command line application, streamlining workflow for client-server communications
- Can support multiple concurrent clients, repeatedly bombarding the server with packet sizes nearing the UDP limit
- Written entirely in python, making the code highly readable and dynamically typed
- Leverages the power of the lightweight UDP internet protocol and has packet loss/duplication detection.