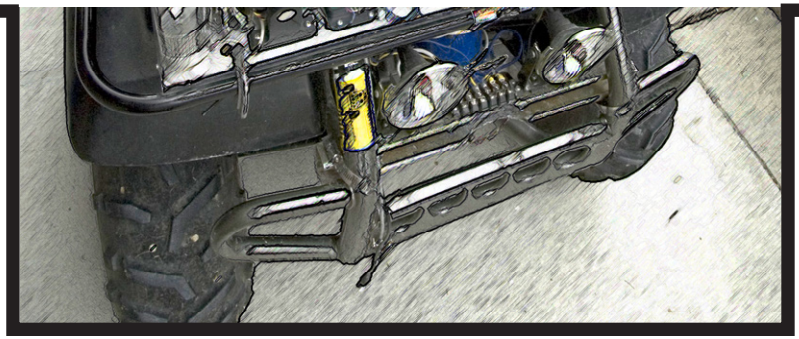


CS 4500

THURSDAY APRIL 27TH



SCHOOL OF COMPUTING

THE UNIVERSITY OF UTAH

CS 4500 Course Web Page

www.cs.utah.edu/classes/cs4500

TEAMS



AACT: *ExpressTests.com*

Chad Wright, Andy Applegarth, Tatsuya Nagano, Andy Adamson

"Never Grade Again!" ExpressTests.com offers busy educators and professionals the optimal solution for tests, surveys, and quizes. Forget the hassle of grading paper exams, processing stacks of bubble sheets, and dealing with cheaters. ExpressTests.com does it all!
Make tests, surveys, and quizes online. Reuse existing questions. Let ExpressTests.com create a unique test for each student! And with ExpressTests.com, Never Grade Again!



Code Monkey: *Dominion RTMD*

Carlos Antunes, Mike Pedersen, Randy Hamburger

Dominion RTMD is an application that integrates a PDA into various network applications that gather real time quote data from a database server. Each PDA will run a client application which uses HTTPS and XML to send queries to the database server. The database server will then return the queried data via HTTPS and XML for viewing on the client.



Compuglobalhypermeganet: *Robot Swarm*

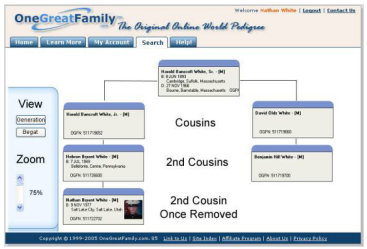
Chris Lish, David Lee, Michael Green, Zachary Rasmussen

We have built four Lego-based robots that use Systronix/JCX hardware. The hardware runs Java byte code. Our robots will demonstrate follow the leader. We also have a simulator that uses our bot code, and it will show what would happen with many more robots then we physically have.

Consumate Vs: *FCYD*

Max Norris, Brian Johnson

The Foundation for Children and Youth with Diabetes was founded to provide quality camping programs and exceptional activities and education through commitment and dedication to children and youth with diabetes and their families. Our primary focus was to simplify the application process for the camping program of the FCYD. For each camp participant there needs to be an extensive amount of forms filled out for each camp. This is especially true for the diabetic children attending an FCYD camp. This process is time consuming and confusing.



Creation Station : One Great Family

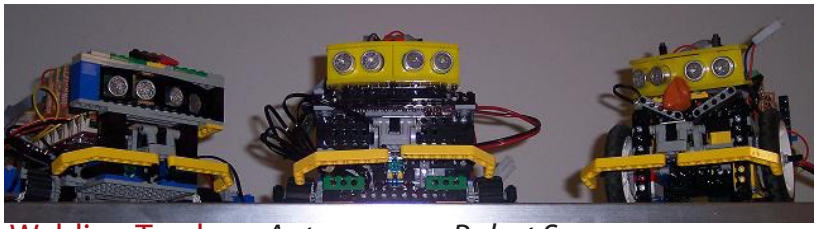
Thomas Fisher, Alex Munk, Derek Roper, Rob Trahan, Nathan White

One Great Family is a company providing software services for family history seekers. One Great Family provides users with the unique feature of building their family trees for them. They asked us to help them build a graphical representation of the relationship between any two people input by their users. Their system can find some relationship between almost any two people, but usually it is quite obscure (i.e. 5th cousins, twice removed). The task is to design and implement a good way to visually represent these relationships.

Dangeresque!: *GeoJot*

Colleen Price, Bryce Anderson, Larry Christensen

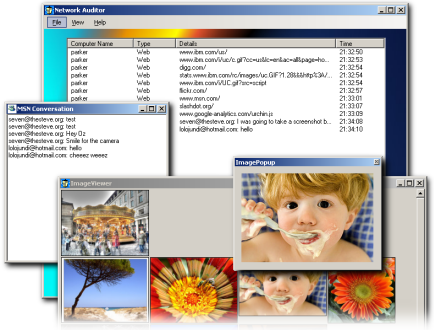
Google Maps meets Wikipedia! This is a fully editable mapping environment where users can add their favorite Points of Interest, then describe and discuss them. The search function will help narrow down the results displayed on the map, so the public can use the site as their own personalized tour guide.



Welding Torches: *Autonomous Robot Swarm*

Tyler Beuchert, Chris Hansen, Dustin Kopta, Brandon Mansfield

This project, sponsored by Systronix of Salt Lake City, is an autonomous robot swarm. Using JCX hardware and Java, we crated a common brain for all robots. It controls a heterogeneous set of robots, without limitations based on the robots' specific characteristics. For our demo, we will demonstrate swarm capabilities of our robots by having them play laser tag.



Wicked Foo: *Network Auditor*

Otham Jundi, Steven Willoughby, Curtis Mirci

The Network Auditor is a program to help a user see the actions that are being taken on his or her network. Its focus is presenting the information in a simple format that can be understood by non-technical users. It currently handles traffic from web browsers and MSN messenger. It displays images in a mosaic to allow for quick auditing. MSN conversations are represented as they would be seen on the end user's computer.

SimSandwich : *Steep and Cheap Beep*

Phil Christensen, Derek Jamison, Nick Seegmiller

SteepandCheap.com is a retail website that offers a single product each day at incredible discounts. Backcountry.com, its owner, desires an efficient way to market the site through "desktop marketing." Our project, the SteepandCheap Beep, is a Windows-based GUI that notifies the user of changes to the SteepandCheap website. The user will be able to know, at a glance, what product is currently being offered and how many remain in inventory.

Viper: *Distributed Video Encoding System*

Create a distributed video encoding program that will encode video of one format to another in a time-effecient manner. We will be accomplish this by breaking up large videos into discrete chunks, where each chunk has a specific number of frames. These pieces will be distributed to the client nodes where the encoding will occur. Once encoding is complete on any given client, the encoded frames will be sent back to the originating machine where it will be merged together with other frames.



_declspec: IntelliTrack GPS

Brady Simon, Brian Kellersberger, Matt Holty, Mike Cook

IntelliTrack GPS is a vehicle tracking, ticketing, and messaging system built for businesses on the move. IntelliTrack GPS is designed to be easily scaled from single user personal home use to large scale, multi-tiered accounts custom business solutions. With IntelliTrack GPS, businesses will never lose their way again.



Divide By ZerO: *LANshare*

David Youngberg, Brian Palmer, J.R. Blackham

LANshare is a web-based program designed to streamline access to network shares. Our goal is to make it easier to coordinate the shared files that are spanned across multiple machines in a LAN situation such as a home network, as well as access those files from outside of the LAN. The program consists of a daemon process that acts as a central repository for share information, and a web-based UI along with the capability to add new UI plugins. The system automatically scans for files and updates its internal database with all registered network shares.



DOM Squad: *LBiSat Customer Service System*

Brett Lyman, Mike Allen, Dave Atkinson, Chame Dalton, and Jon Marsh

This project is sponsored by Lyman Bros., Inc. Satellite Communications in South Jordan. They were in need of a customer service system for their LBiSat teleport to track customer records, service history, and equipment. They also approached us about making an interactive world map that shows the status of all their customer sites around the world. We decided to take on both tasks. Lyman Bros. already had a website framework in place for database-drive applications, so we built our programs to work on their framework using their existing databases. Our project consists of a Customer Database, Service Tickets, Equipment and Warranty Tracking, Service Requests, Customer/Site Documentation, Networking Tools (ping/traceroute to remote sites), and the Sites Map. All applications were built using C# to run on a Windows web server, with the exception of the Sites Map which was developed in Macromedia Flash.



Estancado: *Complete Digital Trainer*

Scott Soward, Jaren Jones, Chris Wayman, Yu Wang

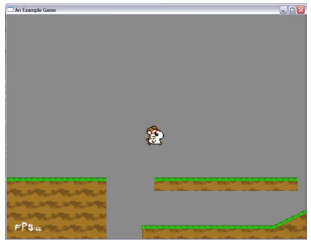
The Complete Digital Trainer is a combination of a console devise, online application, and various user-machine identification devises, that comprise a motivational tool. This tool is designed to assist workout enthusiast and gym-goers to have a more efficient and consistent workout experience and enhanced personal fitness for the life of the user. Prominent features include the ability to schedule weeks or months of personalized routines, capturing user performance, and visual representations of user history and goal achievements.



Koolstof: *Stanfield Shutter*

Jeff Budge, John-Paul Ownby, Peter Ownby, Daniel Rees

The project is a new web application created for Stanfield Shutter Co. that will replace an existing software system written in DOS more than twenty years ago. Functionality provided includes customer tracking, appointment scheduling, order creation, and a production calendar. The interface is web-based, allowing employees much greater access and convenience, including the possibility in the future of creating orders on-site with PDAs.



MACH: KORE- Ninja Hamster

Sean Chapel, Ben Mabey, Lani Adamson, Brandon Hoff

KORE is a crossplatform 2D game engine/framework written in C++. OpenGL, SDL and FTGL were used in creating KORE. Ninja Hamster is a Super Mario clone we built using KORE. Ninja Hamster is your typical 2D side scroller.



My Little Pwny : *The Game of Life*

Tommy Johnson, Danny Kopta, Ben Servoz

The Game of Life is a project whose intent is to simulate learning, evolution and natural selection. The simulation takes place in an entertaining 3D world and relies heavily on a strong physics engine. Many parameters are changeable by the user in order to change the course of evolution. Ultimately the goal is to observe patterns emerging given certain situations.

OCTOPI: *CircleK*

Scott Halliday, Nate Grigg, Colby Whitney, Brandon Nichols

Team OCTOPI is building an entry for the DEFCON Robot Competition. This years contest is to build a robot to shoot targets in a shooting range. Hogan's Alley-style.



Pez : *Empty Clip*

Alan Witkowski, Thos Swallow, Travis Cooper, Steve Huff

Empty Clip is a top-down 2D Action RPG. Features include: 3D hardware accelerated graphics, Sound and music, Over 150 different monsters, Over 250 different items including weapons, armor, and upgrades, 30+ hours of gameplay, Travel through mansions, dungeons, forests, caves, cities, skyscrapers, deserts, hell, and alien worlds, Deathmatch over TCP/IP

SCHEDULE

Room 130 EMCB

10:00 am - 12:00 pm	Demonstrations
12:00 pm	Pizza (EMCB 114) and Judging

COURSE DESCRIPTION

CS 4500 is the senior software engineering laboratory where computer science students engage in a semester-long project to build a software system based on their own interests. Formally, the purpose of the course is the development of significant software systems by small student groups, with emphasis on applying sound, disciplined software engineering practice. Less formally, the purpose of the course is to give seniors the experience of planning, designing, and implementing a software system of their own choosing, while working collaboratively with a team of colleagues.

Computer Lab
EMCB 130

