Class Assignments

1 – Simple Movement on Board

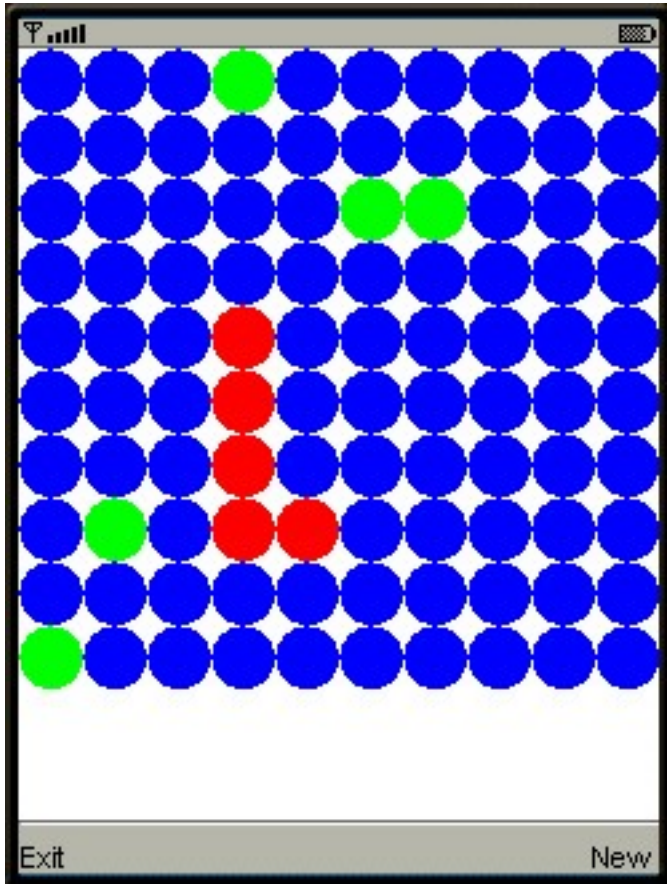
2 – Complex Movements on Board

3 – Chase and Evade on MIDP 1.0

4 – Chase and Evade on MIDP 2.0

Class Assignment

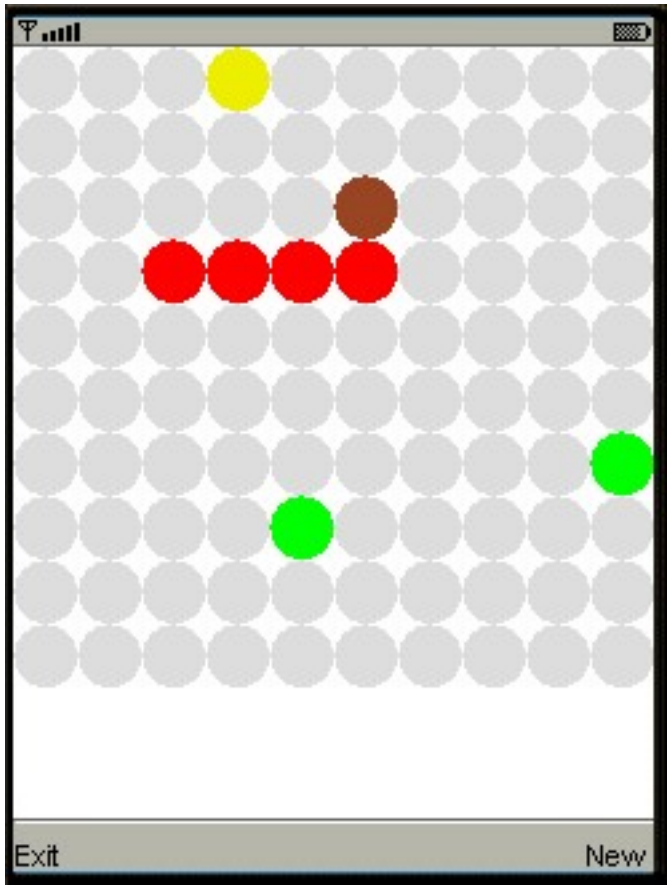
1 - Simple Movement on Board



- Controlling movement of a snake (red) of length 5 units, avoiding it from colliding the monsters (green).

Class Assignment

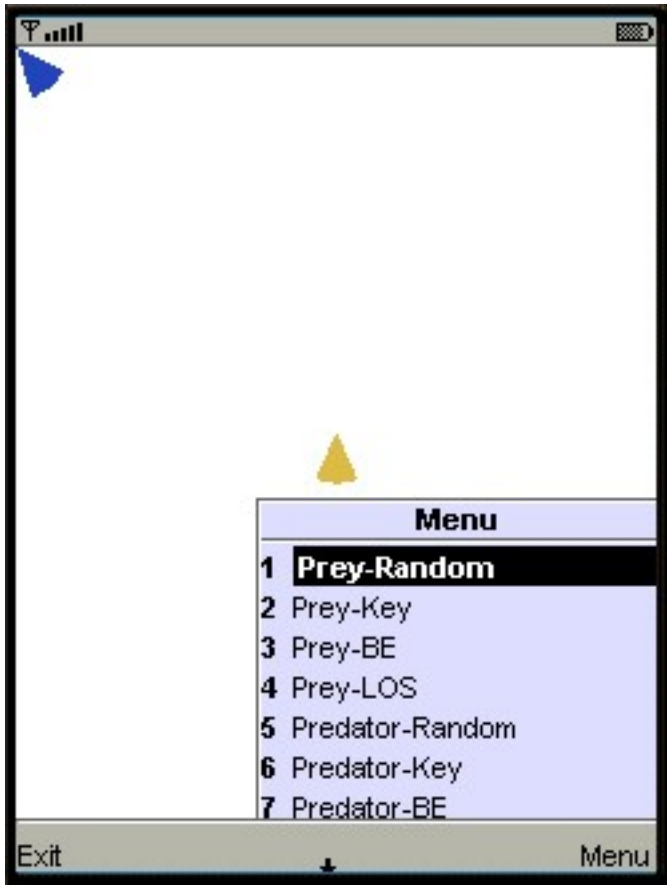
2 - Complex Movements on Board



- Adding more functionality on top of the first assignment, by adding fruits (yellow) upon eating which the snake gets points. Also the head of the snake (brown) is kept track of to aid better sense of direction.

Class Assignment

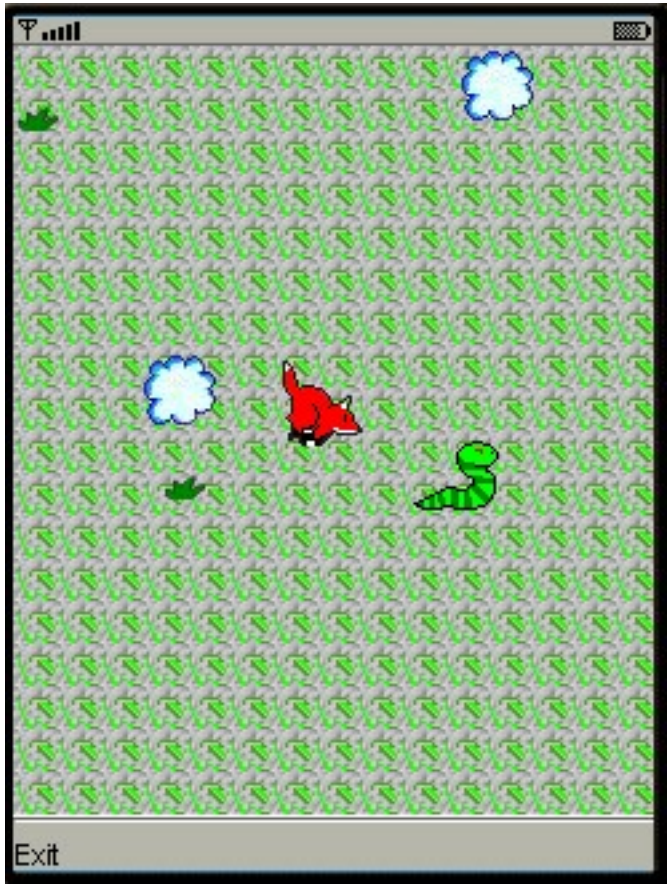
3 – Chase and Evade on MIDP 1.0



- Applying different algorithms in a chase and evade game. The movements of either the prey or predator can be selected to be random, key-press, basic evade, or line of sight.

Class Assignment

4 – Chase and Evade on MIDP 2.0



- Applying graphics to the previous assignment, using MIDP 2.0.

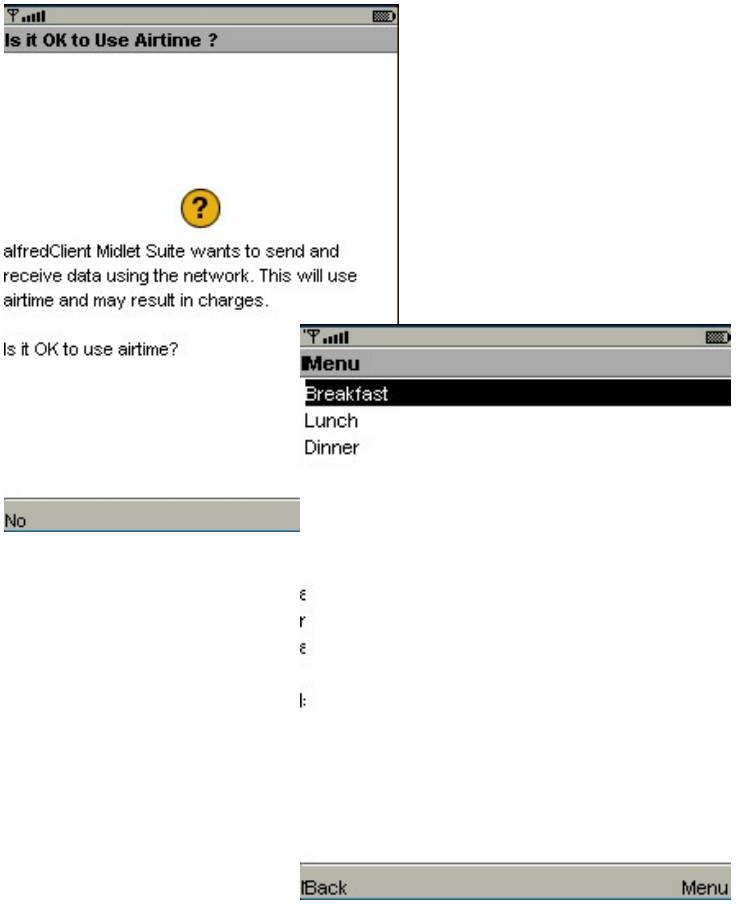
Team Project

Alfred, the Automated Server

- Don Calabro
- Jatin Patel

Three Steps

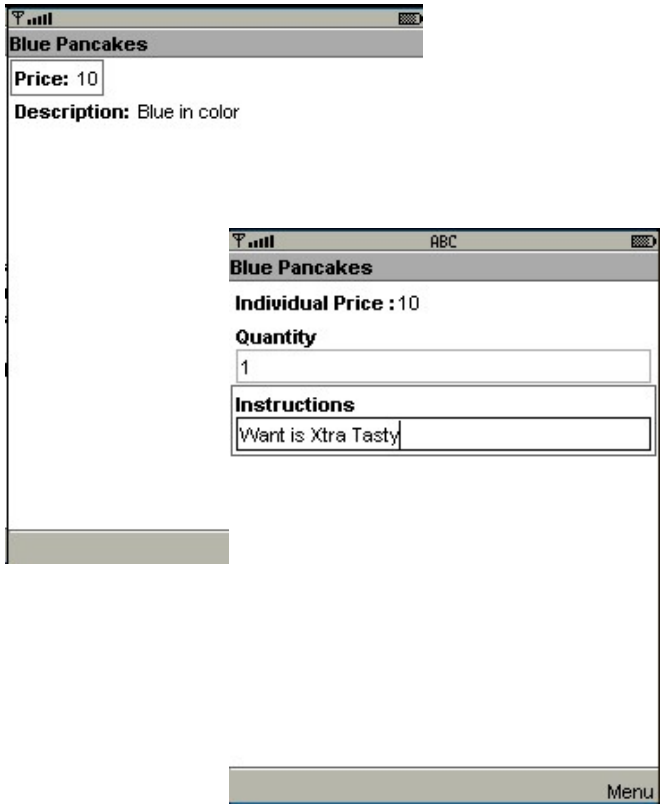
1- Retrieve menu from web



- As soon as a customer enters a restaurant, he can go to the restaurant's website and can get the menu downloaded on his hand-held.

Three Steps

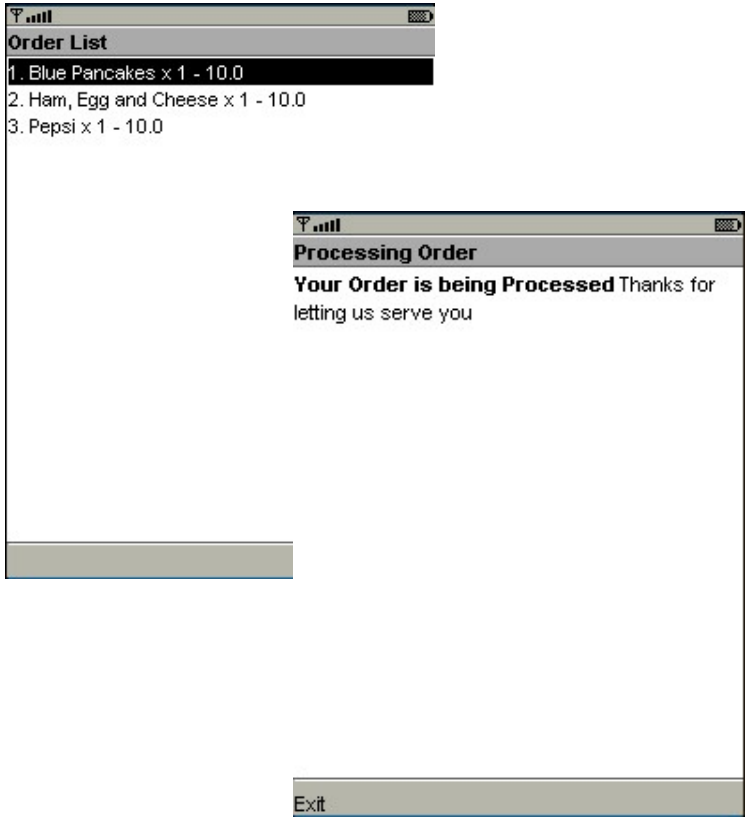
2- Customize your order



- The customer can browse though the menu, view details on the items being offered by the restaurant and customize his order.

Three Steps

3- Send order to server through Bluetooth



- When the customer is ready, he can dispatch his order, which is sent over to the server via Bluetooth. The server receives the order and can process it.