

# *Submitted project ideas*

## CS 121B (CS1), Spring 2014

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34 submissions

**Agricultural**

**Brief description: Turtle Simulation**

**Description:**

Use turtle to simulate a drone flying over someones crop field. Stopping at particular points to take multiple times of images that help the farmer understand what they need to do to make their crop grow better.

**Relevant field(s): Agricultural**

10520:1

## Art

**Brief description: Image Processing**

**Description:**

Write a program that sorts images into categories based on the amount of a certain color in their image.

**Relevant field(s): Art**

10520:2

Image processing ideas -- good!

**Brief description: picture rating system**

**Description:**

Gives a overall rate to a picture by figuring out the how color various in that picture.

**Relevant field(s): Art**

10524:2

## Art, Art History, Religion

**Brief description: Art "restoration"**

**Description:**

Inspired by failed attempts at art restoration ( [http://en.wikipedia.org/wiki/Ecce\\_Homo\\_\(El%20C3%ADas\\_Garc%20C3%ADa\\_Mart%20C3%ADnez](http://en.wikipedia.org/wiki/Ecce_Homo_(El%20C3%ADas_Garc%20C3%ADa_Mart%20C3%ADnez) for example ), this project recreates a work of religious art from an image file using turtle graphics.

**Relevant field(s): Art, Art History, Religion**

Image processing -- good

Turtle interaction -- difficult

10538:1

## Art, Math (symmetry)

**Brief description: Intricate drawing**

**Great!**

**Description:**

Create a work of art (perhaps an intricately drawn tree and sun scene) using turtle graphics.

**Relevant field(s): Art, Math (symmetry)**

10542:2

## Biology

**Brief description: Genetic Variance Checker**

**Very cool!**

**Description:**

Takes two strings of nucleotides representing the same gene in two different organisms and returns the percent similarity between the two

**Relevant field(s): Biology**

10549:2

## Chemistry

**Brief description: Chemical Reaction Predictor**

**Great!!!**

**Description:**

Create a program that would predict whether or a chemical reaction would take place or not based on parameters entered. Would use thermodynamic equations as well as drawing on chemical reaction dictionaries containing the value of certain variables under certain conditions.

**Relevant field(s): Chemistry**

10537:1

**Brief description: Chemical Reaction**

**Description:**

**Great!!**

Design a program that allows the user to combine a specific amount of two reagents. Indicate and show how much product is produced, along with which products are produced.

**Relevant field(s): Chemistry**

10545:1

**Brief description: Element Database**

**Consider objects --**

**Description:**

A database that stores different information pertaining to the different elements. Included could be full name, symbol, atomic mass, picture, etc.

**Relevant field(s): Chemistry**

10523:2

## Entertainment

**Brief description: Battleship**

**Description:**

Similar to Tic Tac Toe

**Relevant field(s): Entertainment**

10536:2

**Prefer applications to a field**

**Turtle User Interface difficult**

**Turtle Animation would be good**

**AI, Physics could be difficult**

**Brief description: Tic Tac Toe**

**Description:**

A Tic Tac Toe game that allows both AI and human-human controls. Using Turtle Graphics

**Relevant field(s): Entertainment**

10536:1

## Entertainment/ Academics

**Brief description: Quiz Show Game** **objects could be good, with the dictionary**

**Description:**

A quiz show game collects information from a dictionary. It will be interesting to make not just

one out a library of subjects to be played from.

**Relevant field(s):** Entertainment/ Academics

10536:3

## Environmental Studies

**Brief description:** Computer Art

Nice interdisciplinary project

**Description:**

Use turtle graphics to create art depicting an environmental issue/topic.

**Relevant field(s):** Environmental Studies

10526:2

## Film Studies

**Brief description:** Film Organization Dictionary

Consider objects

**Description:**

A program that can recommend films to watch based on an input of genre, time period, or other factors.

**Relevant field(s):** Film Studies

10528:1

## Games

**Brief description:** Visual Novel Engine

multimedia is good

User interaction is difficult

**Description:**

Visual novels are a mixture of psuedo-game, novel, and animation. The most popular freeware version is actually built on python. The engines generally record decisions the player makes and decides which preset route the player will follow and gives them the corresponding ending.

**Relevant field(s):** Games

10529:2

## Health

**Brief description: Fitness**

**Description:**

Write a program to track the food you eat and your daily exercise. According to the results the program could give you suggestions about how much exercise you need.

**Relevant field(s): Health**

10519:1

## History

**Brief description: History Database**

**Description:**

Create a database that holds important events through out history for particular days/days.

**Relevant field(s): History**

10523:1

## Investing

**Brief description: Stock market simulation**

**Description:**

Stock market simulation with graphs representing data made from turtle graphics

**Relevant field(s): Investing**

10531:1

## Literature

**Brief description: Dr. Suess books**

corpus analysis great!

**Description:**

Digitized text?

Use map-reduce to compare a number of Dr. Suess books to look for similarities in his style of writing.

**Relevant field(s): Literature**

## Literature, Linguistics, Humanities

**Brief description:** Authorship

**Description:**

Use WMR or other approaches to compare different works in a corpus for authorship. Compare sentence length/use of certain punctuation from one famous author to those of another from the same time period; or give evidence that the same person (or that different people) wrote two anonymous works. For example: Hemingway and Fitzgerald

**Relevant field(s):** Literature, Linguistics, Humanities

10542:1

## Music

**Brief description:** Choir Roster

**Description:**

Create a dictionary with each member of a choir as a key with contact information, email address, street address, phone number, etc. as values.

**Relevant field(s):** Music

10548:1

**Brief description:** Choral Library

**Description:**

Create a choral library with information pertaining to each choral anthem in a library such as title, composer, source of text, voice parts, season, publisher, order number, etc.

**Relevant field(s):** Music

10548:2

## New Media, Animation

**Brief description:** Interactive Game

GUI (Graphics User Interface) ? difficult

**Description:**

**Description:**

A battleship game that allows the user to play with the computer. There would be animations to accompany the battle ship board and every move. For instance, an animation if a ship sunk.

**Relevant field(s): New Media, Animation**

10532:1

**Brief description: Animated Clock**      **Could work well.**

**Description:**

Inspired by the second Hunger Games book. The clock will resemble the arena that the tributes fought in. At the stroke of each hour an animation will occur and there will be noise to correspond to the hour.

**Relevant field(s): New Media, Animation**

10532:2

## Psychology

**Brief description: Conversation Analyser**

**Description:**

Looks for words in an input of multiple lines and returns blanket statements based on their presence

**Relevant field(s): Psychology**

10528:2

## Sociology

**Brief description: Evolution of Technological Terms**      **Finding the right data for the right terms**

**Description:**

**Historical, can use Gutenberg**

The project would look at the great increase in the usage of certain technological terms over the past few years. For example, it would be interesting to track the popularity of the word "selfie" in various written contexts.

**Relevant field(s): Sociology**

10533:2

## Text/Data Analysis, Artificial Intelligence

**Brief description: Conversation AI****Description:**

Searches the input for certain key words in a dictionary and makes responses based on what it finds

**Relevant field(s): Text/Data Analysis, Artificial Intelligence**

10529:1

## Visual arts, media

**Brief description: Battleship****Description:**

An interactive game of battle ship (either against the computer or against another person), possibly using turtle graphics to incorporate a visual component.

**Relevant field(s): Visual arts, media**

10530:1

## Zoology, Management Studies, Environmental Studies

**Brief description: Zoo Simulation****Description:**

Similar to the stock market simulation, different aspects of running a zoo change over time (with more iterations of the simulation). However, every so often ("monthly", "yearly"), the simulation accepts user (or "zookeeper") input on zoo administration decisions.

**Relevant field(s): Zoology, Management Studies, Environmental Studies**

10538:2

## armomancy

**Brief description: Luck point****Description:**

After inputting the current date and the user's birthday, the lucky point for that person on that day should come out according to a serious of formula.

**Relevant field(s): armomancy**

**Relevant field(s):** arithmancy

10524:1

## chemistry

**Brief description:** Showing Boltzmann Distribution

**Description:**

The Boltzmann distribution in chemistry is the most probable distribution of particles spread out among various energy states. The program could set up a few energy levels with  $n$  particles and randomly pick a configuration  $n$  times. Because Boltzmann distribution is the most probable, most of the configurations should be in agreement with Boltzmann distribution predicts.

**Relevant field(s):** chemistry

10533:1

## literary studies

**Brief description:** text analysis

**Description:**

program that analyzes a given text and organizes the data in an easy to read format. examples of data provided would be number of sentences, words, punctuation marks. Other examples might be average number of words per sentence, average word length, or average sentences per paragraph.

**Relevant field(s):** literary studies

10544:2

## mathematics

**Brief description:** Sudoku Solver

**Description:**

Create a program that accepts an input of a Sudoku puzzle and solves the puzzle.

**Relevant field(s):** mathematics

10530:2

# tech support?

**Brief description:** Password Guesser

**Description:**

A program that guesses simple passwords

**Relevant field(s):** tech support?

10544:1

Computer  
security

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*Disclaimer*