

Evaluation Form 2: Visualizing Complex Functions

Members:

Paul Giacchetto
Branden Dundey
Bradley Watson

pgiacchetto2009@my.fit.edu
bdundey2009@my.fit.edu
watsonb2008@my.fit.edu

Faculty Sponsor:

Ryan Stansifer

ryan@cs.fit.edu

Milestone 2 Task Matrix

Task	Completion %	Paul G	Branden D	Bradley W	To do
Set Up Website	100%	10%	80%	10%	0%
Dummy GUI	70%	60%	10%	30%	30%
Functions & Patterns	100% 1 Function, 1 Pattern	30%	40%	30%	0%

Milestone 2 Summary

Set Up Website

The main goal was to create a website and be able to include a java applet on it. The information on the website is irrelevant at the moment and will not be updated until the project is near completion. We needed to show that we had a place for the applet for future use.

Dummy GUI

The GUI's main purpose at this point is to create a "Hello World" style GUI. The GUI will allow the user to click on a point in the domain field and have that point map to the range field.

Functions & Patterns

The functions used were a tokenizer class, a parser class, and an inverse class. The inverse class might not be used for future use due to complications. The tokenizer breaks a string down into an array of strings, and the parser puts that array into a "Java friendly" format. The inverse class attempts to find the inverse of that function, but adding in future math functions is expected to be difficult, hence the removal of the class may be possible.

The pattern will be a point pattern. The user will be able to click on a point with a provided function, and that point will be mapped to fit that function.

Milestone 3 Task Matrix

Task	Paul G	Branden D	Bradley W
Input Field	25%	25%	50%
3 Types of Functions	40%	30%	30%
Stripes Patterns	40%	20%	40%
Finish GUI	30%	30%	40%

Milestone 3 Summary

Input Field

This will allow user to input his/her own function into the program. After the function is given, the program will tokenize the string and check if it is valid. If it is valid, the program will parse it and make it compatible with the complex variable class (ie. $z \cdot \text{times}(3)$). The result will be given to a compiling class which will run the code and map the point.

3 Types of Functions

These math functions will be added

- Exponential (z^2)
- Basic Trigonometry (sin,cos,tan)
- Square Roots

Stripes Patterns

2 Patterns will be applied:

- Vertical Lines: This will show how the function distorts vertical lines
- Horizontal Lines: This will show how the function distorts horizontal lines

Finish GUI

Put in the rest of the dropdown menus and make the GUI look more user-friendly.

Sponsor Feedback

Signature _____ Date _____

Sponsor Evaluation

Sponsor: detach and return this page to Dr. Chan (HC 322)

- Score (0-10) for each member: circle a score (or circle two adjacent scores for .25 or write down a real/float number between 0 and 10)

Paul G	0	1	2	3	4	5	5.5	6	6.5	7	7.5	8	8.5	9	9.5	10
Branden D	0	1	2	3	4	5	5.5	6	6.5	7	7.5	8	8.5	9	9.5	10
Bradley W	0	1	2	3	4	5	5.5	6	6.5	7	7.5	8	8.5	9	9.5	10

Additional Comments (if any)

Signature _____ Date _____