

CS students present Phidget Runway

At the end of fall semester, Computer Science programming students presented their class projects to the public in Atkinson's student lounge. The projects used topics such as Object Oriented Design and Graphical User Interfaces and created software that interacted with "Phidgets" that measured quantities such as light, vibration and motion and controlled different motors. This semester's projects included a vending machine, a mathematical educational game and a remote controlled car. Visitors got to vote on their top three favorites.





