Georgia Institute of Technology
Math 2605 - Calculus III for Computer Science – Spring 2010

Projects Overview:
  The projects descriptions are posted on the course website.

  Each project involves writing code to do various experiments using the ideas and methods of the course. You are free to turn in any project you wish, though some won't be easily accomplished until certain topics in the course have been covered. The projects descriptions on the projects webpage come with questions that your experiments should enable you to answer. When you turn in a project, you should turn in the following mandatory items:

1. your source code;

2. a report in pdf format;

3. your compiled code (for example, a java applet);

4. a "read me" file explaining how to compile and use your program.

The report should discuss what you did, choices you made in your implementation, the answers to questions specified in the project, and any graphs that should be produced. Projects can be computed in the **programming language of your choice**. That includes the higher-level languages of Maple, Mathematica, Matlab; however, make sure that the functions/libraries that trivialize the project are not used.

Project Due Dates: Due dates (stated in the syllabus) are firm, so plan ahead and if you miss one, go on to the next ones. You are required to turn in **two projects**. If you turn in all three projects, then the best two project scores will be the ones counted.

Submission and Defense of the Projects: If there are questions, you could consult with your classmates, TA, and instructor. However, you are expected to work on your projects individually.

  Projects should be emailed to your recitation's Teaching Assistant by 11:00pm on the due date; attach a zipped file containing 4 items mentioned above. Your TA may schedule an appointment to discuss the submitted project: be prepared to explain and defend your work.