

Due at the beginning of class on December 9

Instructions: You must work on the final project entirely on your own (although you may ask me for help). Any books (including textbooks!), articles, or websites that you use should be cited.

For your final project, come up with a project that shows off your interests! Whether it's teaching MATLAB to play Blackjack, coming up with pretty fractals or coming up with algebra or calculus demonstrations, it is up to you. Be sure to come and talk to me about your project ideas. You are expected to turn in a copy of your report describing the program which includes history, instructions, and examples. The report should conclude with future directions/applications of your program. Think of the report as a user's manual. The report should be typed and double-spaced with 12-point font and turned in at the **beginning** of class. You can choose to email me the report. In addition, a copy of your program(s) should be emailed to me with "MA302 Final Project" as the subject line. On the final day of class, be prepared to give a 3-5 minute presentation of your code. Please fill in your name on the top of this page and staple it to the top of your report (or if you email me the report, just turn in this page). You will be graded using the following point system:

Points	Out of	Description
	10	Meeting with me
	15	Description of Program(s)
	15	Example(s) within report
	10	Conclusion
	25	Code
	15	Commenting/Formatting of Code
	10	Presentation
	100	TOTAL

If you are having a hard time coming up with your own project, you can choose to do one of the two that are posted on the class website.