<u>Google Summer of Code:</u>

Go OpenOffice Project Proposal

Date: Thursday, April 2, 2009.
Prepared by: Paul Park.

1. Overview

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2. Personal Details

- Name: Paul Park.
- School: University of Toronto.
- Major: Electrical and Computer Engineering, 2nd year.
- Email: paulpark.park@utoronto.ca.

3. Availability

- Start Date: Monday, May 4, 2009.
- Finish Date: Friday, August 28, 2009.
- Available full-time (40+ hours per week).

4. Background Information

- Programming languages (experience, years):
    - Java (2 years).
    - C/C++ (2 years).
    - Assembly/ Verilog (1 year).
- Previous Projects:
    - International Autonomous Underwater Vehicle Competition:
        - Worked with a design team to program an autonomous submarine capable of accomplishing numerous tasks.
    - Database server development:
        - Lead a design team of three to design and implement a database storage server.
    - Digital systems, Design project:
        - Worked with a teammate to implement the Tetris game in Verilog on Altera Development and Education Board (FPGA).
- Interest in OpenOffice Development:
    - Go OpenOffice is the perfect place to create useful and innovative features to the OpenOffice suite that no other document editors currently carry.
    - I want to contribute to one of the best open source document editor.
- Tools (Rated 0-5):
    - C++   5
    - C   4
    - git   3   (worked with svn instead)
    - makefiles   3
    - perl   1
- Best ways to cope with complex and tangled code?
    1. Comment.
    2. Learn what the code does:
        1. Look for input/output.
        2. Look at values of variables at different points within the code using debug statements.
    3. Modularize the code:
        1. Break the tangled code down into small and simple functions.
        2. Use the smaller functions to perform the original process.
    4. Comment more.

5. Project Proposal

- **Page preview for Writer**
- Deliverables:
  - **Design documentation** explaining what the design performs and the steps I took to build it.
  - Modified version of the page preview that will allow the user to view the **live preview** as he/she edits the document.
- Timeline:
  - Milestone 1 (May 18, 2009):
    - Read and understand the current page preview code.
    - Identify new functions that the revised design will have.
    - Decide how the new design should perform and create a step-by-step flowchart of the new page preview.
  - Milestone 2 (June 1, 2009):
    - Implement "**Preview mode**"
      - Allow Writer to divide the edit window for both edit area and preview area. (Or, simply change the screen size of the edit window to reserve some space for the preview window.)
  - Milestone 3 (June 29, 2009):
    - Implement "**Live preview**"
      - Allow Page preview to constantly update as the user edits the document.
  - Milestone 4 (July 27, 2009):
    - Implement "**Complete page preview**"
      - Combine the codes from the previous milestones to implement the final design.
  - Milestone 5 (August 28, 2009)
    - Test and Debug
      - Test the page preview and debug accordingly.
    - Submit Design
      - Submit the design.

CV - Paul Park

Personal Information

Name	Paul Youngsam Park
Temporary Address (Present – May 1, 2009)	602-291 Avenue Road, Toronto, Ontario, M4V 2G9, Canada
Permanent Address	1194 Lakeshore Road RR3, Niagara-O-T-Lake, Ontario, L0S 1J0, Canada
Telephone	416-333-9591
E-mail	paulpark.park@utoronto.ca

Educational Background

University of Toronto,
Electrical and Computer Engineering, 2011.
Currently in second year,
Specializing in Computer Hardware/ Software.

Experience

Database Server Development	- Lead a design team of three to design and implement a database storage server. - Learned Flex and Bison, SVN, and server-client communication protocol.
International Autonomous Underwater Vehicle Competition	- Worked with a design team to program an autonomous submarine - Learned SVN, state machine, development of an autonomous system.
Digital Systems Design Project	- Worked with a teammate to design a tetris game using Verilog on Altera Development and Education Board - Learned how to interact with multiple devices, how to debug a digital system and how to define a manageable design scope

Technical Skills/ Knowledge

Programming Languages (proficiency)	JAVA - 2 years of experience - experience with applets C/C++ - 3 years of experience - Worked with Flex and Bison Verilog, Assembly (NiosII) - 1 year of experience
Digital Electronics	- Familiar with MOSFET - Learning how to design basic electronic circuits

Personal Skills

Languages Spoken	English: - Excellent at Writing, Reading, Speaking, Listening. Korean: - Basic Reading, Speaking, Listening.
Social Skills	Team work: - Worked in a team setting while designing a website for a client in Engineering Strategies and Practice program. - Currently learning how to lead a successful design team as I lead a team of three while designing a database system in Communication and Design course. Public Speaking: - Talked to various groups of students as a member of HiSkule, a club that promotes UofT to high school students.
Hobbies	- Playing in competitive/ recreational soccer league. - Casual video gaming. - Member of "Lady Godiva Memorial Bnad." [*sic*] - Competing in International Autonomous Underwater Vehicle Competition with Mechatronics Design Association at University of Toronto. - Member of Bluesky Solar Car team at University of Toronto.