

## Introduction to labs

Welcome to the semester-long laboratory activities of our courses. In the "Overview" section, you will find a general explanation of the laboratory structure. You will then need to choose an exercise out of four different assignments for all the laboratories, and we will outline the expectations for the activities.

### 0. Overview

Throughout the semester, you will work in groups to develop a solution for an exam assignment of your choice (see below) inspired by previous years' exams. This practical approach will help you to apply theoretical concepts learned in class to concrete development challenges, while exploring different solutions to design and implementation choices through collaborative work and peer discussion.

**Note: You will learn how to develop these applications step by step as the semester progresses.** The laboratory sessions are structured to guide you step by step, gradually building your skills and knowledge until you can create a working solution.

### 1. Choice

1. Review the four exam topics:
  - [Guess Who?](#)
  - [Meme Game](#)
  - [Poke](#)
  - [Rescuing Surplus Food](#)
2. Select one topic that your group will work on for the entire semester.
3. Update and upload the README file in your repository specifying your chosen topic ("Selected Exercise").

### 2. (Mutual) expectations

- Active participation, in presence, in all laboratory sessions.
- Continuous conversation within the group and with the teachers.
- Evaluation of design alternatives, within your group.
- Collaborative problem-solving within your group.
- Consistent progress on your chosen topic.
- Exploit support from the teachers and assistants about design choices, implementation, troubleshooting, etc.
- Regular updates to your repository.
- A working solution by the end of the semester.

We look forward to seeing your creative solutions evolve throughout the semester. Remember, the journey of developing your skills is just as important as the final result!