Code:

- google-scholar-search.py
- chess.py
- lab-key.py

Selenium Basics:

- Download instructions (link Updated Selenium Download and Setup Instructions.pdf here)
- Crash course in HTML and basic Selenium syntax (link Selenium Basics.pdf here)

Google Scholar Search:

- Goal: automate Google Scholar searching and pull up n number of articles on an input
- First use Selenium to find the HTML search bar element to input search and enter key
- Take all hyperlink elements on the resulting page and compile the URL attributes in a list
- Sift through the URL attributes to ensure they're articles on the search input
- Allow Selenium to go to the next page of searches via the next page button if there aren't enough links
- More detailed writeup (link Demo 1 Writeup: Google Scholar Source Searching.pdf here)

Chess:

- Analyzed lichess to decide how we structured code
- Accessed buttons and implicitly/explicitly waited for html to load
- Created a basic chess game loop architecture
- Grabbed piece elements from html and stored them in a 2D list
- Took direct inputs from terminal and translated them into moving pieces on the board

Lab:

- Goal: automate 113 attendance form filling
- Lab handout (link Selenium Lab Handout.pdf here)
- More detailed key (link Selenium Lab Key.pdf here)