Local Bank:

After coding this assignment, I tested it and faced an error. I spent a lot of time debugging, and still couldn't find what the error was. This was when I asked a classmate who sat a couple of desks over. After searching for a little bit, they too could not find the problem. I then went to the teacher, Mr. Abdalla, who found the error not long after I presented the program.

The error occurred when I tried presenting data on a JLabel, but the name of the element was unaligned with what I was trying to output.

Break A Plate:

For the game to work, I need a randomly generated number, either zero or one, to be decided. This number would decide the results of their game. I originally recycled code from a previous chapter, using the line: int ran = (int)(Math.random() * 1) + 1; After testing my program, an error appeared.

After asking CHAT GPT what my error was, it highlighted that code. It recommended replacing that code with: int ran = (int)(Math.random() * 2);

I was impressed to see the flawless error identification by AI. Through this experience, I learned an alternative way of solving errors in the code, which is less time-consuming than manually testing for bugs.

Tic Tac Toe:

One problem with this program was trying to switch players after each turn. I originally attempted to develop a system based on numbers and math, where each player represented a number that alternated after each turn. After a long time trying to figure it out, I scratched the math idea and developed a system where, after each turn, the letters alternated. I used an if-else statement where, if the value of a variable representing whose turn it is is "x", it would switch to "o", else (the value of whose turn it is "O" the value would switch to "x."

This adjustment solved the problem.