**PBL PROJECT**

**Individual Report**

**Group F**

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It is not easy to write a personal report taking into consideration the amazing contribution each member gave to this project. We decided to share the project using Github and it allowed us to add, implement, change and remove everything simultaneously. This interaction was crucial for the results achieved, however, it made our lives much harder while recognizing what part each member developed, saying so we decided to split by those who were the main responsible for that specific part of the application.

As it was mentioned on the main report, I started developing the project creating two classes Instantiable and the App. In the App Class I created the loop which would ask the user to enter the side and the number of fingers, once this information was collected it would be sent to the instantiable class. This loop would have to go over and over until the player decided to stop. (do-while).

After that my focus was to check the numbers entered by each player, check if they were even or odd and print back the result, plus store some values that would be used for the final result.(if statement).

At the end we all tested the application, fixed the issues and cleared the code for the submission.

Challenge:

The biggest challenge in this project was reading and understanding the code after each member completed their changes and understanding the loops and arrays that were needed to display the final results.

Next challenges:

My next challenge is to understand how those big companies split between its members the task to create a massive project and keep all of them synced and not breaking each others part of the code.

Learned:

The coding practice itself which allows you to collect, process and output information to the user, I also learned how three different members can have different suggestions to create the same application and how important is the test phase during and at the end of the application to find any broken end.