**PBL PROJECT**

**Individual Report**

**Group F**

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My main task in this project was to develop the arrays necessary to keep storage of the history of all data generated during the game. With the help of the material available for this subject on Moodle and other resources as stackoverflow.com and w3schools.com I was able to deliver what was needed.

I started creating the array required at the end of each game (arrHist). For this process I could estimate that a game won’t have so many rounds based on the points assignments information. I made use of a 2Dimensional array, For Loop and If/Else statement and it worked well. The next step was to keep storage of all the other data that would be printed on the screen when the player stops the game. To accomplish this task, I was not able to repeat the previous solution due at this time the array size would be unpredictable. After a research the use of an ArrayList (8 in total) would help to solve this question and at the end populate a 2Dminensional array (3 in total) with these other arrays. During the implementation I experimented with a challenge to keep the data once the game was restarted and all our variables were again assigned to their initial values. The creation of a new instantiable  class (MorraPart2Play) permitted transfer into it the code responsible to collect our input, leave in our class (Morra Part 2) all the others process including the arrays and consequently in our App class (MorraPart2App) was kept the objects to access these classes. Other variables were created in order to make the solution possible. After my part was delivered our team worked together again to review our project and my final contribution was the Boolean expression to validate the user input (yes or no) at the end of each game.

In summary with this project I was able to experience the development of a software project where ideas developed separately by different members come together to meet the same objective. For my part of the project the search for extra resources was fundamental and allowed me to develop my knowledge in Java not only with the use of arrays but also the use of classes and other different functions like Boolean, Switch and Break / Continue statements.