

## Habit Tracking app

I thought that using Tkinter was appropriate for the app as it provides a friendly UI, that's much better than a CLI. Implementing the GUI was simple, so was using sqlite.

Thinking about how to structure habits as classes was very challenging. Mainly because the concept of a habit is very abstract, even though it's familiar. In other ways, it's hard to think of a habit as an object, which is what is supposed to be developed using OOP.

The most challenging module to work with was by far the date time module, because it has very specific rules in how to deal with it and manipulate its data. I had to test adding older and future dates manually, in the code and outside of the GUI.

The most difficult feature was related to the date time module, which is the longest streak. it was difficult because the program is supposed be set up to recognize consecutive days. Since The dates are not simply numbers and they're formatted in a specific way, this made it very difficult to write the function. Otherwise everything went according to plan.

