The first and arguably most important change I made to the project was implementing try/catch statements in each of the CRUD methods in the character controller. The implementation of these statements is crucial for maintaining control over how the application runs. With them if there is an exception, which is highly possible due to each of the methods leveraging calls to the database, it allows the application to fail gracefully and fail how I want it to rather than just abruptly dying. In the updated implementation if any of the code causes an exception to be thrown the user will be redirected to an error view instead of the application just dying and leaving the user in the dark as to what went wrong. Updating this part of the assignment thought be the value of thinking about what has a change of throwing an exception and what doesn't and being able to code defensively against it instead of just assuming that it will work as intended. It also gave me good practice implementing try catch statements and exceptions because before this class I have always just wrote them off and just assumed by code was fine because I didn't personally run into any exceptions being thrown.

The second update I made to the assignment was making sure the Create method returned a view that has an empty model as a parameter. This ensures that the view result that is returned to the user implements a fresh/empty instance of the model.