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I learned a lot of things in this course. I gained knowledge about creating classes and objects, and What is inheritance, and polymorphism. Also classes relationships with each other and how to demonstrate them in both UML form and codes. I also learned about different Agiles and their crucial presence in each project development. I also learned a bit about data structures and recursion too. All of this knowledge helped me to have a better understanding of the java language and also be able to think wider in terms of coding. I also learned how to play music, deal with JFrame and Jpanel and how to create a 2D basic board for a game by myself.
All in all, I can say all activities that we did based on topics were perfect and completely covered all branches of the topics such as Kahoot analysis which was my favorite one. Also, the unit 2 project and dealing with Agile was a great experience for me as well.

For the project, I was more confident than before to make the thing which was in my mind, and because of the workload I was more responsible and time management was easier even tho I was busy most of the time.

For the project, I faced a lot of problems such as a lack of knowledge in different topics such as Jpanle and JFrame. Youtube helped me a lot to have a better understanding. Another problem that is good to mention is my method creation for spawning coins and blocks or even dealing with different imports for playing music. For the music problem, I referred to an old project of ours in unit 2 and also StackOverflow for how to install different libraries. For the method of creating problems, friends helped me a lot, and also different variations of 2d games on both youtube and the internet were good examples to solve my problem.

the password of the Course: Food falling through the gutters are grate.