# Project ReflectionJCU_Logo_RGB for CP1404 2016 SP51 Assignment 2 – Items for Hire – GUI

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**https://github.com/CalebMacdonaldBlack/cp1404-Assessment1**

1. How long did the entire project (assignment 2) take you?

I completed most of the project and had it running in about a week and a half. I spent another week before it was due finalizing smaller things like refactoring and making changes to satisfy the rubric

2. What are you most satisfied with?

I am most satisfied with having had experience creating a project in python. I am a lot more confident with programming in python and improved my programming skills in general

3. What are you least satisfied with?

I did not enjoy working with Kivy. I liked the idea of having a GUI but I would have preferred a more complex program using the command line or a simpler GUI module. I still think that being able to adapt to new or different technologies is important and a useful skill so it wasn’t all that bad

4. Describe your development process.

I started out by studying the demonstration video and project pdf to get the best understanding that I could of how the program worked. I tried to note as many details as I could to help me. I began by created all the files I saw in the demonstration such as item, itemlist and main. I started building the GUI in Kivy and then researched the solutions to any challenges I predicted I would face such as adding buttons to the GUI. I created the item and itemlist class, linked up the kv file to main and started to implement logic for hiring and returning items. Lastly I added functionality for adding a new item, and fixed all the smaller problems with my program such as warnings, formatting, variable naming.

5. What worked well in your process?

Knowing as much about the project and its requirements and fulfilling them one at a time. Solving smaller problems as apposed to the project as a whole. Adding all the logic to the program went pretty smoothly also.

6. What about your process could be improved the next time you do a project like this?

I would try to get a better understanding about what modules I was using such as Kivy. I would also try to name my variables correctly earlier on to prevent confusion later.

7. Describe the main challenges or obstacles you faced and how you overcame them.

The main challenge I faced were related to Kivy and how we interact with Kivy. I overcame this by trial and error and searching my issues online and looking through the Kivy documentation. Everything else went pretty smoothly as I had a lot of recourses to refer to such as lecture notes and workshops if I was unsure about something.

8. Describe what resources you used and how you used them to help you complete this.

I mainly used the lecture notes and workshop pdfs for python related problems such as syntax. Having all the workshops and lectures available was really helpful as I was able to complete parts of my program that we hadn’t been taught or shown how to do yet such as working with Kivy. I also spent a good amount of time looking through the Kivy documentation when trying to figure out how to work with elements such as the buttons and layouts.

9. What were the main things that you personally learned from doing this project?

I mainly learned how to make basic programs in python and now feel comfortable reading python code as I can understand most of it. I also feel comfortable that I can write small python programs. I also learned how important naming variables are as they help both yourself and other people when troubleshooting problems or making changes.