Reflection Report

Hrithik Shah

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Flash Card Creator

# Goal

The goal of my project was to help students remember the key concepts they learned in class. My client, Mr. Zawdeh, felt that his students had trouble remembering the concepts he learned in class. He thought that making a program that would solve this problem will be beneficial. Therefore, I decided to make a program that would create Flash cards. Flash cards are great in helping to retain important information.

Date of Testing: July 24, 2016

Tester’s Name: Saksham Jain

Tester’s Occupation: Student

# Summary of Features Tested

All the aspects of my program were tested.

Some features of my Flash Card creator included:

* add or remove flash cards
* add flash cards sets
* flow through flash cards
* flip flash cards

When testing, there were a few minor errors that were noticed, when going deep into the code. However, overall the code worked as it was supposed to. The tester noted, that the program was fairly easy to use, with very little input, and great error-catching capabilities.

The program is very useful to the target audience, as it has all the features that you would find when actually using Flash cards in reality.

If the program was made available to the tester, he would not use it because of the fact that there are so many flash card creators already on the internet that are easily accessible. In addition, they have many other features, and have better graphics which can make the learning experience even better.

The tester has suggested several recommendations to improve my program for better user experience. I should you GUI so that the graphics of the program are much more user-inclined and easier for the user to know what the Flash Card actually looks like, as the flash card I created was outlined by asterisks (\*) at the top and bottom. Furthermore, he indicated that there was no option for the user to delete sets. This would be useful in the future.

In my project, I was most proud of the fact that I had successfully implemented an ArrayList of ArrayLists, which to me was completely knew. However, it was somewhat similar to a 2D array, and therefore was not to difficult to implement.

The part of the project that I found most difficult to work with was the scanner, as this was completely new to me. I had to research myself how to use scanners and what are the different methods used for scanners. One of the major problems I had in my program was that sometimes when the program needed user input, the scanner box (where user would input) was not displayed and the code went to the next line without taking input. This caused several problems in my code.

I think that the graphics of my program need the most improvement. I think that I should have implemented GUI in my program so that I would have looked like the user is actually using Flash Cards, and it would have made the user experience more fun.

In version 2 of the Flash Card Creator, I would like I have mentioned earlier implement GUI. Furthermore, I would create a way for the user to delete sets of Flash Cards like my tester recommended. There was also one thing that I would wanted to research to implement into my program, but there wasn’t much time to do so. The feature I wanted to implement was a save option. This would let the user save his/her work and later come back to the program and start his/her study session.