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Onyxia Hide Backpack

This homework was entertaining to work on as I’m quite familiar with using inventories but not building one. There was one item attribute that was a bit questionable, “why would an item id be a string character?” I thought. The instructions otherwise were straightforward, create the item class and an inventory class to handle the add, delete and display.

The item class, I shot straight for the internet to learn about string item ids. I was pleasantly surprised that MANY people out there were asking questions on how to implement integer, string and even enum class-based item ids. With that information on hand, I felt better about the item ID as a string. First, I made a series of items and put them in an ArrayList, but then I stopped and realized that I’m not putting the items in the inventory the user is! Here is where I changed my approach and began thinking more about how a user would insert items into the inventory.

The inventory management handled all the user CLI logic and methods. The delete, add and display item logic was a bit tricky to get down, but using the examples from the array’s classwork to help create the logic made it easier. The ArrayList dot notation methods were great to work with and allowed the solution for updating quantities. However, it will delete all the items with the same item ID rather than just one of them. I also noticed the inventory does not permanently store any items, I was expecting the items to remain. I looked around and learned that for that to happen I would need a database storage service such as SQL or Dynamo DB.

In conclusion, it was a great experience to read online other people’s implementations on how they wanted to construct an inventory add, delete and display. I also gained a better understanding of how databases play a key role in storage data for video games. I opted to write the papers on the homework multiple days after completing the programs. Now I’m having difficulties remembering some of the challenges I encountered. I will not be waiting no more than one day minimum between writing a report and the assignment completion in the future,