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| **Day** | **Comment** |
| Thursday, 7th | * The start of the assignment by thinking of taking my 1-year old Java Blackjack card game and modifying it for my summative. * I got the Java code for the program, and tried to translate it manually, but the problem was that the program I had was 1089 lines of code. * I thought of another way of translating the code, and that was by using software for converting the code into C#. |
| Friday, 8th | * I downloaded an application called “Java to C# Converter (Free Edition)”, and used the program to convert my Java code into C# code, and it worked! * The problem was that not all of the code was translated, and so I started translating the missing parts. * I wanted to test the program after translating the rest of the program. |
| Monday, 11th | * I am almost done with the translating part, so that I can begin with the new stuff (code) to be added. * I was stuck on translating the code that makes some parts of the code (involving user input) crash-free. * I wanted to add content from Grade 12 Computer Science into my program after I am done translating. |
| Tuesday, 12th  (Day 1) | * Today I finally finished translating the Java code into C# code, and the program works, but I haven’t tested it fully. * Tomorrow I will be working on adding new stuff into the program and making the program more efficient than before (using more methods and maybe classes). * This link used: <http://stackoverflow.com/questions/5793177/how-to-abort-a-thread-when-it-is-sleeping> |
| Wednesday, 13th | * I found out that the random number generator doesn’t work; because the code is in Java (it wasn’t translated), so I translated it and now it works perfectly. * I tested the program and found out there are some simple formatting issues to fix, and I did that. |
| Thursday, 14th | * I made some modifications to the program; as I found out that the program has some bugs in it. * I still haven’t begun adding classes and methods to make the program more organized. |
| Friday, 15th | * I added a method that reduced the amount of code by a lot, as it reduced the program from 1160 lines down to 963 lines. |
| Monday, 18th | * I decided to not use classes in this program, as I can’t see a benefit from using one in this program of Blackjack * Instead, I will be using StreamWriter to record the events of each individual game to be had between the user and the computer onto a notepad file. Every game to be recorded would overwrite the data from the previous game. |
| Tuesday, 19th | * I am also going to use StreamReader to actually reduce my program’s lines by removing the instructions provided by the program and putting them in a text file. * The StreamReader would use the text file to show the instuctions to the user, as it will also be used to show a summary of the game that would have commenced after the player wins or loses. |
| Wednesday, 20th | * Today I removed some unnecessary methods and began integrating the instructions into the text file. |
| Thursday, 21st | * I changed some of my methods again (delay method), and added some lines of code related to the StreamReader and StreamWriter. * I am almost done. |
| Friday, 22nd | * Rapping things up by finishing the StreamReader and StreamWriter code integration with the program. * The program has been finished. * The link used: http://www.dotnetperls.com/file-readalltext |

Teacher Log