Daniel Schechtman

1.)They probably will need to know the interface of each class, as well as the context of why the class was create to use it safely and properly. This is because I did not have enough time to run each class enough times to catch every single bug in my classes

2.)Knowing about the changes and the history and context behind

those changes to my code will allow them to use common sense on how the code should be used in other software, and what bugs to look out for while writing with my code

3.)I learned a lot about Jframes and Java GUI classes, but I don’t really know if I learned anything super insightful to help others

4.)The only notable decision I can think of in terms of implementation of code is trying to separated all GUI elements as much as possible, which resulted in a messy patchwork of global variable being passed everywhere. I chose this because I didn’t see the pitfalls of doing so early in development, and by time I noticed the pitfalls, it was less painful to deal with them, then to change everything to get rid of them.