Luke Scovel

CS162 Final Report

1. variables, conditionals, loops, and collections,

A screen shot of a computer program

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Basic logic

1. code organization (formatting, identifiers, placement of definitions),

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Code is formatted and comments are added.

1. code decomposition (functions, classes, methods, and modules),

A black and white text

Description automatically generated with medium confidence

Functions that can be separate are separate to allow for less complicated code blocks

1. an understanding of design (including hierarchy of aggregate objects and an inheritance tree),

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Design is included in the code file

1. an understanding of testing (test your methods and attributes, maybe have a whole automated example!),

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1. user IO, file IO, and input validation,

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Files are being saved and deleted, the GUI counts as User I/O

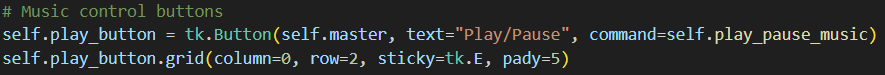
1. recursion,

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Function calls itself

1. GUI components and event driven programming,



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1. Exceptions and inheritance

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I didn’t really see a way to break down my main class into subclasses, so I did it with the exceptions. I do understand inheritance just fine.