**Criterion C: Development**

### Techniques

Provide a list at the top covering the important coding techniques you used. Then include a section below for each, with details and often with **CODE AND UI screenshots**. Do not summarize or talk through your code directly. Rather discuss WHY you chose to code the way you did, WHY you chose a certain organization of classes, HOW you designed difficult algorithms, etc. Do not summarize existing functionality in libraries (like how to display a JFrame, how to show JPanels, or how to use Intents and Activities in Android)

**Provide explicit evidence of algorithmic thinking** (i.e., how and why you chose a loop and an arraylist)

Include citations to sources INLINE in your discussion, wherever you got ideas or needed to look something up. **If you don't include INLINE citations that refer to the appendix, you'll lose a point.**

Anytime you go to the web and find something worthwhile that you’ll use/learn from, add it to your appendix.

SL: you'll start with a maximum of 8 points here (max 12 is reserved for HL). IB scores are curved to account for this.

**If you use Swing or Android (not just a basic Frame, Panel, or Activity), that helps your score**

**If you use SQL or File I/O to persist information that helps your score.**

**If you design/use your own algorithms to do significant logic, that helps your score.**

**If you create a simple app that doesn't do much, expect to score around 3-4 points total here.**