

Homework 9 Reflection

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1. In retrospect, what could you have done better to reduce the time you spent solving this assignment?

Given up trying to get extra credit sooner.

2. What could the Principles of Software staff have done better to improve your learning experience in this assignment?

I mean the only help we had was from Milanova's lecture and examples, the Bad GUI stuff helped a little I guess, but most of the help was not from Principles of Software staff? But as someone who plays videogames it isn't that hard to tell what a bad GUI is, implementing a good one is the tough part, which more actual code would have helped.

3. What do you know now that you wish you had known before beginning the assignment?

To give up using any layout but GridBagLayout, I already knew resizing was the worst. Also the getScaledInstance causes an infinite loop if called in paintComponent.