**Credit Name: CSE 2140 2nd Language Programming**
**Assignment Name: E11 Project**

**How has your program changed from planning to coding to now? Please explain?**

I went about this project by first defining a variable for each of the four time consuming areas and getting the sum of them:

```java
package Mastery;

import java.util.Scanner;

public class E11Project {
    public static void main(String[] args) {
        Scanner scanner = new Scanner(System.in);

        System.out.print("Please enter the designing time:");
        int t1 = scanner.nextInt();

        System.out.print("Please enter the coding time:");
        int t2 = scanner.nextInt();

        System.out.print("Please enter the debugging time:");
        int t3 = scanner.nextInt();

        System.out.print("Please enter the testing time:");
        int t4 = scanner.nextInt();

        int tt = (t1 + t2 + t3 + t4);
```

I then hit the road block on how I wanted to perform the calculations:

**System.out.println("Designing: " + Math.round((t1 * 100.0) / tt) + "%");**
**System.out.println("Coding: " + Math.round((t2 * 100.0) / tt) + "%");**
**System.out.println("Debugging: " + Math.round((t3 * 100.0) / tt) + "%");**
**System.out.println("Testing: " + Math.round((t4 * 100.0) / tt) + "%");**

This was my initial idea on how to performed the calculations for the time taken but I thought it was too simple, so I re-did my code and landed on this code:

```java
float p1 = (float)((t1*100)/tt);
System.out.println("Designing: "+Math.round(p1)+"%");

float p2 = (float)((t2*100)/tt);
System.out.println("Coding: "+Math.round(p2)+"%");

float p3 = (float)((t3*100)/tt);
System.out.println("Debugging: "+Math.round(p3)+"%");

float p4 = (float)((t4*100)/tt);
System.out.println("testing: "+Math.round(p4)+"%");
```

I used the float tag to make a separate variable and then followed it up rounding that number (Which was the time that process took from the total time of the project).