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Lab 1 Write Up

1. Describe two positive items that occurred while writing this program. These should be specific items that address what went well when working on this lab.
   1. Working with an array to create the game board. We were able to execute well and did not have to waste much time on that. We created an int array and used our own method to use switch statements to print out the characters in the board presented to the user.
   2. We made the game very easy to understand and play. We provided instructions before the game started and clearly mark what each button is used for each move. The board is updated after each turn so the user can track their progress and decided if they would like to undo, redo, quit, or continue onto their next move.
2. Describe two negative items that occurred while writing this program. These should be specific items that address what could have gone better when working on this lab.
   1. Figuring out how to get game to run past 1 move. Experienced IndexOutOfBounds exception after player completed first turn when we first started. Accessed index value was being miscomputed.
   2. The code lacks many comments that defiantly negatively affect the readability of the program. In the future we should comment while writing the initial code instead of continually planning to do it at a later time.
3. Knowing what you know now, after having written the program, how might you change your approach if asked to go back and rewrite this program?
   1. Implementing check statements within the method when we originally wrote the methods. If we would have done this, I think we could have saved some valuable time. Some of the errors we had were due to compile errors since we did not have check statements to avoid them. We then also had to go back into the code we already had and find where to place some of these check methods in the driver.
   2. Adding more comments while writing the initial code. Doing this in the future would allow us as writers to go back and understand our logic behind certain code or to check what the goal of the code was.