

constructPlayerFromElement

- Tried to copy layout of UUID variable declaration
- Problem 1: UUID is an object with its own unique methods
- Solution: Remove those methods from the variable declaration
- Problem 2: XML input comes in as a string
- Solution: use parseInt and parseBoolean to get correct variable types from XML
- String variables can take data straight from the XML file

Filled in PlayerData / constructPlayerFromInput

- 1st challenge: Was “reverse engineering” the code.
- Solution: Observed that missing instance variables and datatypes were all filled out in the constructor.
- 2nd challenge: making sure I have the correct method to convert the missing variable into the correct datatype.
- Solution: for string variable (firstName, LastName) no method was required. `Integer.parseInt()` was used for convert Strings to integers.
- Creating the temporary PlayerData variable and initializing it with all the specific values.

Calling Constructors & Adding Objects to Lists

- Created a new Object by calling the constructor
 - `PlayerData newPlayer = constructPlayerFromInput(args);`
- Added a new object to the list of objects
 - Used the `.add()` method to add new element to the list
 - `playerList.add(newPlayer);`

Setter Methods / File Paths / Documentation

- Added class methods to PlayerData allowing for each member variable to be individually set.
- Figured out the correct routes for accessing the necessary data files. (data.xml and data.xsd)
- Added comments to PlayerData.java and Project1.java in places where an explanation was needed. (e.g. PlayerData constructor)