# **Post-Lab Write Up**

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Lab: Lab 3

1. Describe the process you went through to solve this problem (complete this lab)? 3 to 4 sentences should suffice.

I started by looking though chapter 3 to see what kind of coding I could use and then planned out what to do. This was pretty complicated, so I started by using one method that calculated the math on where to draw the boxes and then another one that actually drew them. This made it super easy just to plug and chug all of the box areas but after being told this is a little too advanced to where we are in the book right now, I redid it all while referring to my previous code to do the problem giving each area its own method and using only imbedded for loops.

1. What went well in this process?

Everything went pretty well in this process. Using a single method and if statements made it really easy to move right along.

1. What was challenging/difficult in this process?

The only thing I though was challenging was figuring out the math for the for loops without using any if statements. Also, the math for the for loop one was much more difficult.

1. Think about a particular challenge that you faced in this lab. What was this challenge? How did you work past that challenge and overcome it?

For figuring out the math I just kept guessing for about five minutes and then I threw in the towel and got out the paper and pencil to get the math right what only took me ten minutes after I wrote it all out.

1. What will you do differently in the future to avoid/overcome these challenges?

In the future I’ll be sure not to use techniques that we have not learned yet so I don’t have to redo the whole lob.

1. What is something that you learned while working on this lab?

I learned the DrawPanel stuff. I’ve never used this before, and it was interesting to see that this was a thing insides Java. I’m assuming there is more to this then just making some shapes as it seems kind of useless to just draw a square and it is used to made GUIs… But I could be wrong.

1. How can what you learned in this lab be applied to the real world?

If my guess is correct about being able to use DrawPanel to make GUIs then this would be very useful for making programs and interfaces. If I’m wrong, then understanding how to do a complex problem like this is useful for real work programming problems.

1. Are there any bugs in the code that you turned in? If so, what are they? Why did you not fix them? (e.g. lack of time, lack of knowledge, etc)

I don’t have any known bugs in my code.