

Figure 1Adding Student and Error Handling for text/values

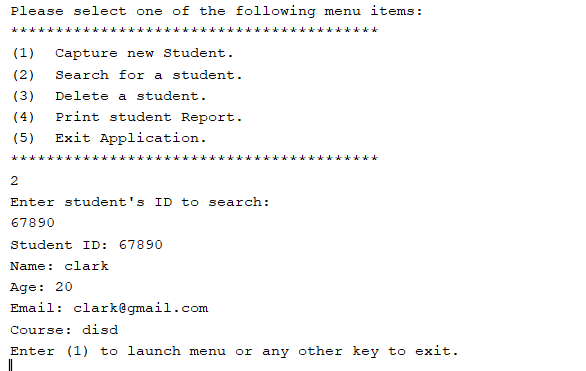


Figure 2Search for Student based on StudentId



Figure 3Display Students in Report form

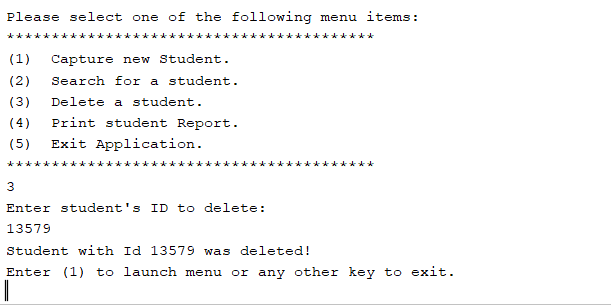


Figure 4Delete Student by StudentID

A screenshot of a computer program

Description automatically generated

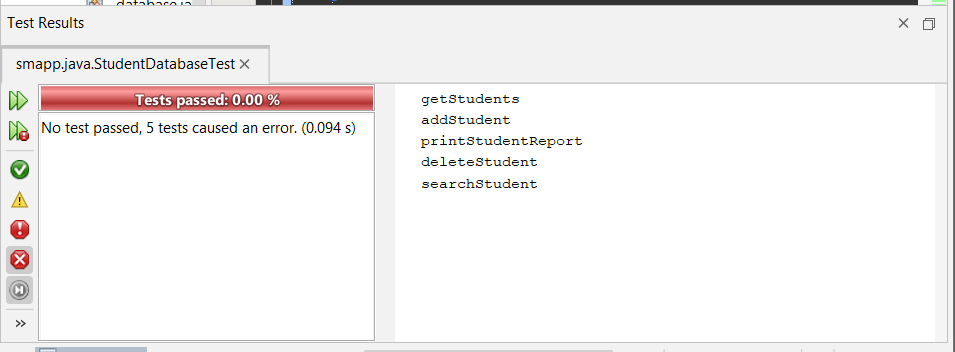
Figure 5Exiting SMApp key  


Figure 6Failing Junit Testing

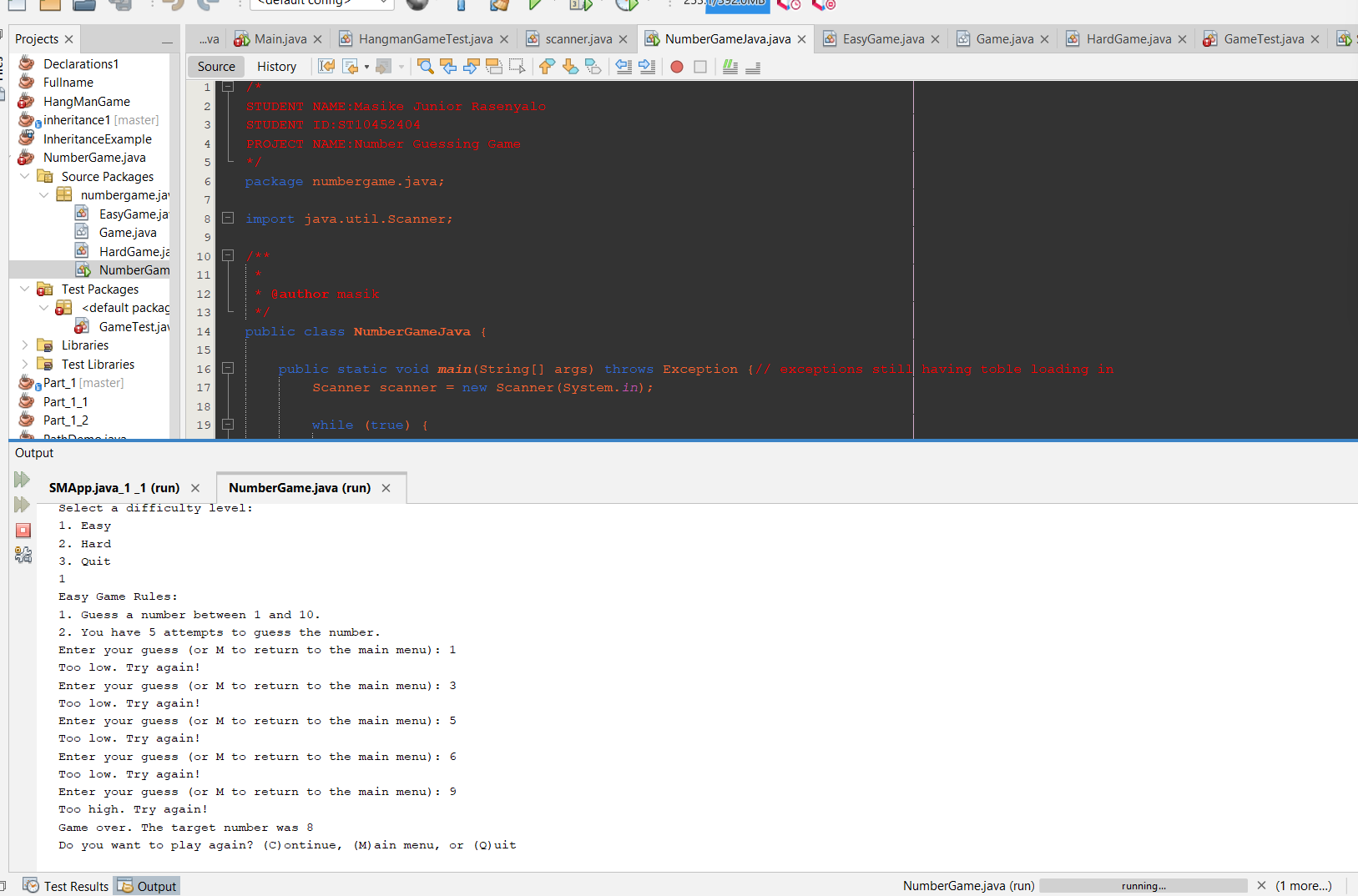


Figure 7Game Try

A screenshot of a computer

Description automatically generated

Figure 8Game Success

A screenshot of a computer game

Description automatically generated

Figure 9Game Quit