Journal for May 11th through May 15th

Tuesday, May 12th

1. I changed my project goal to making a game of MasterMind (<http://en.wikipedia.org/wiki/Mastermind_%28board_game%29>) using java.awt and java.swing. I read 7 articles of the Java tutorials on Oracle’s website, and gained a basic understanding of how to make windows, text input/output, and option boxes.
2. Tomorrow I will write the main game code, which runs the game. I wil lnot focus on the UI tomorrow.
3. I found it surprising that it takes so much code to make something as simple as a window.

Thursday, May 14th

1. I started working on the MasterMind game code. It will have: Player objects, a Game object, and a Code object.
2. Tomorrow I will continue working on the game code.
3. I found it surprising that I would need multiple classes. I never considered the amount of code that would go into this project.