For Blackjack Project

Overall result:failure.

The crucial problem that is holding this all back is the inability to see the images. An IOException is thrown even when the filename is accurate and the files are present, and I cannot figure out why. All other problems stem from the fact that it is impossible to troubleshoot when you cant see whats going on.

Overall, I edited my individual blackjack project, with some components of my auto blackjack project, to "work"with a GUI. Inputting this into a textfield cause massive control flow issues, so players are locked to 3+the dealer;

Known bugs"mashing buttons + not being able to see the cards makes it very confusing whats going on. Again, if i could find a way to see the cards, I would revisit this assignment and fix other bugs

Man, i stayed up so late on so many days trying to make this work, and its all laid low by one stupid file error

For Group Project

Did a huge amount of work, along with patrick, putting everything together. We both ended up working on the front and backend, especially with the huge amount of bug that came up when trying to put it all together(¼ modules functioned correctly initially)

The group was also a great help fixing their own modules and whatnot

Known bugs. Buying from the store or the bank does not seem to correctly execute. I let the people working on it know, and tried to fix it myself, but was unable to. This is bad, as that was the only way to change the bagel image, gain bps and gain bpc

The multiply panel is very small. This may or may not be intentional, but the panel is only as wide as the multiplication question, making it look like it is being crowded offscreen