Corey Dean Collins Jr

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Alex Carter

For starters, I think that your design is very easy to read. Using the combination of colors for each button will for sure help users navigate around it. I think the search button resetting the list box is clever as well. It could be confusing from a user standpoint, or someone who is running the program but isn’t seeing the actual source code.

The author’s code is VERY clean and easy to follow. I also did not see any dead code, so the author had a game plan before sitting down and starting this project. With this code runs well. The only addition to this code that could be added to help user input efficiency would be throwing some Try/Catch to compensate for user error. Like in the textboxes for the “Greater than” and “less than” that box must be set for numbers, so add a Try/Catch that will show a message box telling the user to use only numbers if they do try and type words. You never know what users will try.

If I could take some pieces from each code to make one official one I could. There are things I did, and the author did not. For example, I had a little extra user handling with my Try/Catch but his program does not crash even if the users type incorrect info. But the main thing that I have learned from this program is how to implement the database info into a code. Visually helping the user in case, they forgot any of the information that they were looking for. Along with the database, it looks like the author also found a way to implement cosmetics into the database using code as well. Not something I had thought of before but will also help the users visually. Another thing would be Lambda’s I can’t comment on how they work from a coding point of view, but it works from a user's perspective. The author’s code ended up being about 20 lines shorter due to the lambda’s and not having to use “FROM/WHERE/ORDERBY/SELECT” statements.

Overall, clean and efficient code big dawg! Congratulations!