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| **Date & Time of Entry** | **Work in progress, list of completed tasks, challenges, solutions, concerns, etc…** |
| 6/6/2018 | -import java.uitl.Random: to generate bingo chart with random numbers. Import java.util.Scanner: to recognize user input. Import java.util.Arrays: for sequential and binary searches that may be used later on. Import java.util.ArrayList: to create arrayLists that will hold the bingo numbers later on  -Created final integers ROW, and COL(bingo chart properties that will stay the same for the rest of the game).  -Created Boolean, game, to let the user either to play the game again or to quit(used in the while loop-> activates when game is true)  -User can either answer with y or no(for yes and no), which will be recognized by char yesNo(reads user input String yesNoInput and uses the first letter to check if it is y or n)  -Created 2 arrays for bingo charts(one for the user and other for the computer). Each elements in the arrays gets value through for loop  -Stores each generated values in ArrayList to check for overlapping values -> if overlaps, generate a new random value. If not, keep the current value and continue  -Sub in the values of the generated ArrayList to 2d arrayLists using the for loop. Each elements in the arrayList have separate variables  -Any error is yet unknown; no output process is done yet other than game instructions and asking for name(intro) |
| 6/7/2018  11:15 | -Created a void method called showArray(2d); to be able to access the method everytime I need to display the bingo chart to the user.  -Sub in the 2d arrays created in the main method  -Call showArray in the main method to see the output  -No syntax error, but output is not following my intentions;  -each number in the chart are replicated 25 times(each number in the bingo chart got a chart of its own; 25 bingo charts(one chart is formed of same randomly generated number))  -The numbers are overlapping/ignoring the fact that the same number is generated 25 times, the number still overlaps with other number that generates 25 times.  -First attempt to fix the error:  -worked with one chart at a time and tried executing again(commented out the other chart codes)/ still not working/ not able to find source of error(again, no syntax error/ unintended output) |
| 6/8/2018 10:12 | -Created a new class and rewrote the part of the code that wasn’t working as intended . Worked on the new class, but still didn’t work on the original class when subbed in the same code  -New class creates a single 5by5 bingo chart per user(as intended), except the numbers are still overlapping in the chart.  -First attempt to tix the error(overlapping numbers): |
|  | -made a separate void method for checking overlapping values(makes the main method more organized and less chaotic)/ method is called when overlap is true(when bingoArray index value is equal to any previously saved numbers) |
| 6/11/2018 | ^Moving onto next steps(problem is taking up too much time)  -Created a method to check for bingo(if certain variable are all 0, bingo is true/used method to check for bunch of cases)  -Made the program to catch any matching numbers(with the randomly given Bingo number from each round) and turn their value to zero |
| 6/12/2018 | -Identifying a bingo: first attempt didn’t work  -Compared each variables in every possible situation  -Problem: outputs bingo after the first round for all situations  -Something wrong with stored values in the variable  -when values are inserted to 2d array, the variables stay with value of zero(the variables stay as their initialized values, which is zero).  Second attempt: use for loop to access each index of 2d array  -Solved: reads the numbers on the chart(not zeros)  -Unsolved: bingo turns true when there are three zeros anywhere in the chart(something wrong with method or method call)  -New problem: numbers that are not in the chart are eliminated  -First attempt: solved-needed to put the if statements together(nested loops) instead of putting them separately |
| 6/13/2018  09:58  10:11  10:39 | \*pre called numbers can’t be called again  \*let the user chose their own numbers for bingo chart if overlap kept unsolved by the end of this period(more interaction with the user)  -lets the user the chose their own numbers(giving instructions so that they wouldn’t put in overlapping values)  -Program recognizes bingo from all possibilities  \*still need to add computer’s bingo chart(play with same numbers but distributed differently on the chart/random if possible\*)  \*add more interaction between the player and the program  -Game finds bingo with no interaction in between -> to slow it down:  -ask the user to press zero to continue to next round/give time to check the bingo chart and etc |
| 6/14/2018 | -Bingo is working  -Created Switch statement at the end of the game loop/ before asking if the user wants to play another game or not, to give them some menu selection option to chose from - > more user interaction  -Error: switch statement not working: giving me invalid input error  not showing the desired output  (not a lot of time given today) |
| 6/15/2018 | \*Bingo used to work, now suddenly not working after adding other things/ didn’t touch the bingo part  Attempt: tried working without method; check if each index is zero for each possible cases -> didn’t work  Attempt: make the possibility loop stop when output is true, not true -> didn’t work, output seems to be always false in the loop no matter what -> try putting in if statement for every single possible cases |
| 6/18/2018 | -made a new class, copy and pasted each step to find out the source of errors(almost every part had error)  -fixed bingo not working by adding if statement to each possible case  -fixed switch statement by making it take in integers instead of chars  -check if the provided random number(bingo number) has been called already. If it has, create a new random number so it doesn’t call an eliminated number(which would have turned to zero already)  -got rid of a lot of things that were pre-planned  Such as having two users and two bingos to win the game (but not much work because it would be same thing over and over but twice as much: didn’t have enough time)  -also, ask the user for bingo numbers instead of providing all 25 numbers due to overlapping problem(took up too much time trying to fix this problem)  -came up with a lot of unexpected errors: got all to work by the end  -program asks for user name  -asks for numbers to fill in the bingo  -declare a random bingo number  -if the number has been declared already, create new number  -check if the user’s bingo chart has the number  -if it does the number is eliminated  -if all numbers in a row, col, or diagonal is eliminated, user gets bingo  -game provides with menu at the end  -when the user exit the menu, game asks if the user wants to play another game of bingo or not |