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CS\_172\_OL

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6/27/19

Final Project Summary

Well seeing how I didn’t finish my project. I feel that I need to be a better student when it came to manage my time with work and football training and class, I felt like my idea was good and I would have liked to have it running. My first project was to have the user enter in a football players name and I would output what team they play for how long and what position that played. But I caned that idea and changed to writing a text file with offensive stats and making a little football simulation, where the user would enter in two NFL team names and the software would randomly pick number (a range) based on the offensive stats and based on those stats would choose a winner. I have a class that gets all the stats individually, but I couldn’t figure out how to pass that read file information to variables to be able to run the program. this seem easy a first, but I just got lost with my time and didn’t account for the time I was going to need to be able to write the code and make it work. I would have done everything differently, I wouldn’t have gotten a union job and I wouldn’t have spent my time doing other things, because I thought I was good, and I was good enough to scrape by. This class has shown me that if I want to do some sort of computer job I will need to stop being a big headed person and know when I need help and go out and ask for it.

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| **FOOTBALL TEAM** |
| **-**TeamName: string  -Conference: string  -Total Yards : double  -Yards Per Game : double  -Pass Yards Per Game: double  -Rush Yards per game : double  -points scored per game : double |
| **+**Team();  **+**Team(string, string, double, double, double, double, double);  +Get\_ Total Yards();  +Get\_ Yards Per Game ();  +Get\_ Pass Yards Per Game ();  + Rush Yards per game ();  + points scored per game ();  +Set\_ Total Yards (double); void  +Set\_ Yards Per Game (double); void  +Set\_ Pass Yards Per Game (double); void  +Set\_ Rush Yards per game (double); void  +Set\_ points scored per game (double); void |