

Credit Name: CSE3010 - Computer Science 3
Assignment Name: BreakAPlate

Q: How has your program changed from planning to coding to now? Please explain?

A: This mastery for the GUI chapter was a bit tricky. Doing the outline like creating the labels for displaying the plates and prize and the button were easy. But doing the code for when the button is pressed was the tricky part. The textbook mentioned that it created a file called 'GameBooth' in order for the program to work. I did what the textbook showed me and when I tested it out, the program was not cycling through even after pressing the button multiple times. So I thought that creating a separate file for GameBooth was a bad idea and I imported the contents from that file to the main (BreakAPlate) file. That made everything worse. Numerous errors popped up and I had to delete portions of the code in order to get rid of the errors. For the doomed GameBooth code, I replaced it with a random statement portion that generates integers between 1-3 and implemented it when the user presses the play button. After cleaning up that mess (and spent grueling hours doing the error logs), I tested the program again and found out no errors in the process (finally)