**Conclusion**

At the beggining of this semester, we focused on coding a game for our CS-319 class project. Our game "Curve Fever" is based on principles of object-orianted programming. We choosed Java as our programming language which provides us useful visual libraries such as 'swing' and 'awt'. In our designing period, we draw many UML diagrams which help us for implementation. Still, there were some changes occured while we were coding. This situation shows us that implementation part may need some extra and different designs because of systems' and programmes' properties.

**//view issue**

In 'view subsystem' coding part, our first design is based on creating panels and controlling them by using some String variables in the CanvasView panel. However, when the number of panels increased, this method causes some synchronizing problems. After some searches on the Internet, we found CardLayout panel system which also controls panels by using String variables without any synchronizing problems. Therefore, we changed our design with respect to this information.

**//model issue**

**//controller issue**

başına bişeyler yazılcak/yazılabilir/zorunlu diil.

One of our problem was about speed. When we finished a large part of implemantation, we relaised that there are some speed distinctness with respect to number of players. We consulted our instructor and we learned that this kind of problems can ensue because of the way of work of programming language. When we learned this, we were too late to change our entire design. Our programme design was affected by Java's inner control mechanisims. This problem shows us, designs must be created by taking into consideration working mechanism of programming language.

//summary

To sum up, we learned general principles and details of object-orianted software engineering. Also we realized that some mismatches between design and implementation stages can be occured. We think that we improved ourselves significantly under favor of this project.