**­­ISP Improvement record**

**Student Name: Aava Sapkota Project Name: AavaSapkota22ImporvedCopy**

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| --- | --- | --- | --- |
| Structure changed(i.e. variable, loop, method) name and type | Structure added (var,loop, if statement, method, class, comments)-name and type | Purpose in the program | Impact on the overall program  (how does it change the performance). |
| splashScreen(); | graphics | Apart of the splashscreen | Creates an interesting and attractive beginning of the game to help attract users |
| highscores(); | While loop  Try catch | All of these components are used to error trap the input for high scores. | By error trapping the input, I correct the user if they enter an invalid input, and it prevents the program from crashing |
| highscores(); | If  for | The if structure checks the value of the input and does the actions according to the input entered  The for loop resets the high scores array into empty values | These two structures are a part of an added function to the high scores page, which allows the user to clear the high scores. This enhances the experience because the user can reset their recorded progress. |
| exit(); | Try catch | The try catch contains the code to background of the exit screen | This image provides a nice end card and credits the people and sites involved in the program to the user. |
| Overall Program | Commenting | To help other programmers understand and follow through my code. | This allows for my work to be accessible not only to me, but others who need the concepts I used and methods I create. |