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Homework 4 Summary

The purpose of this assignment was to create a GUI that went along with our Yahtzee.java file. For this iteration of the game I created several frames and panels to hold various buttons and functions for the game such as the scorecard, settings, and hand. I did it this way so I would be able to keep the code clean and prevent overlap between functions. I had several major programming issues that I encountered. One was that my original code for Yahtzee.java was not clean enough to implement all of the necessary functions. If I had more time I would go back and make the code easier to implement into a GUI setting if I had seen how the GUI would use them. Another programming issue I had with this project was getting the scoreboard to show correct scores for each line. I also had issues figuring out the best way to use the buttons and the different functions.

