Alinda Heng – Work Log

Winner.java:

- Worked on “determine” function, which was supposed to take in an array and the player's choice, and compare the numbers. If the player's number is the smallest in the array, then the object matching the array is removed.

- Created a method that removes bubble object from array if the bubble matches the value the player chose.

Game.java

- Created a randomizer that chooses between numbers 1-9.

- Created loop that allows addition of new bubble objects.

- Created simple game display screen that adds buttons through a loop.

Others

- Helped with skeleton of program.

- Helped with logistics of program.