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CMSC 203

Assignment #2

Prof. Eivazi

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Learning Experience

This project was very interesting, albeit frustrating at times, mainly due to personal negligence. There were a lot of things to keep track of, and the fact that we could not make changes on the Toy class was even more of a challenge (I really wanted to change the toString), but overall it was not difficult. It was really something more concrete about Java. I had pleasure using the JOptionPane, the User Interface seems way better, and cleaner.

It was also an occasion to practice concepts that we did not go in depth on, or that I particularly had put side. It was like a refresher.

Programming is attention to detail and that can make it a bit more challenging (it is not my natural ability) but the debugger and trying to make all kind of tests are really the way to make a foolproof program. You get better and you pay more attention on things that you seemed to not notice before ( I often put semicolon on comments now because I am so used to finish my statements by one). I am looking forward for the rest even though I know they will be more difficult. In a way it reassures me that I can do it, and that is not just wind.

Screenshots of test cases





































