**P7 – Feedback**

* ***Review of Solution*** 
  1. How suitable is your code for different audience?
  2. Is it user friendly?
  3. Is it easy to understand what inputs need to be entered at every stage of your code?
* ***Quality of the application:*** 
  1. How reliable is your application? Explain
  2. How efficient is your application? Explain
  3. How is the performance of your application like? Explain
  4. How is it easy to maintain the application (new version)? Explain
  5. How is it easy to make the application portable? Explain
  6. What is the drawback of your application? Explain
  7. What else could be done to develop this application better? Any suggestion, ideas.
  8. What other programming language could have been used to develop this application? Explain
  9. What error handling methods did you implement?
  10. Any suggestion to deal with errors? For example, wrong inputs.

**Review of Solution:**

The code is suitable for every type of audience and is able to be used by every type of person in order to complete the task they intend to complete. The program also makes sure to be user friendly and clutter is reduced to a minimum in order to make sure the user can understand how to program works. In conclusion my program is able to take individual and team names as well as ranking and display the final score at the end.

**Quality of Application:**

My application is reliable because its able to run and perform the task is set out to do this is important because a program should always be fast and reliable whenever you want to complete a set due task. My program is efficient because it minimises the use of a lot of lines of code for less lines for the same job, this is important because you might be using hardware that might be very limited, so your program must use the right amount of power from your device. The performance of my program is good because it can run a lot of hardware meaning that it’s affordable to use and doesn’t need high end equipment, this is important because software should never be jittery and full of lag because the purpose of using a piece of software is to make something easier not harder. It’s easy to maintain because all the lists are the top making it east to change the lists. The program is portable because it can be used on multiple devices. The drawback of the application is that it can be used for very limited scenarios since its only for tournaments. One thing that can be done better is if it was more detailed for different details. C# could’ve been used to make a more 3D and detailed program. An error handling method I used was if the options Team or Individual weren’t chosen the program prompts you to try again. A suggestion to deal with errors with making sure you’re using the right variable