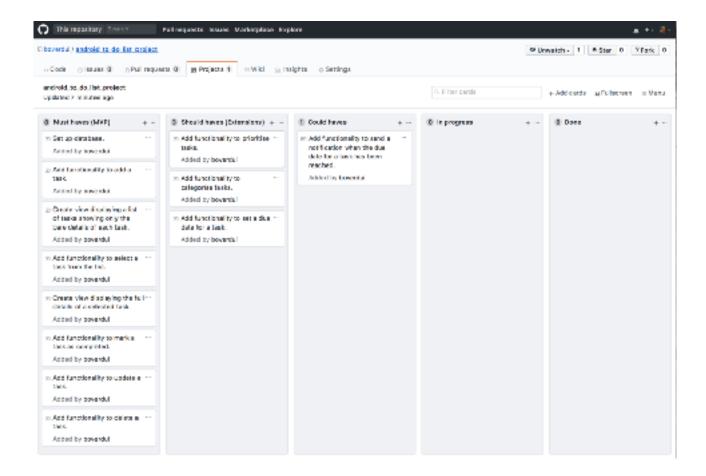
## **Evidence for Project Unit.**

Bert Overduin Cohort E19

## P.1 GitHub contributors page

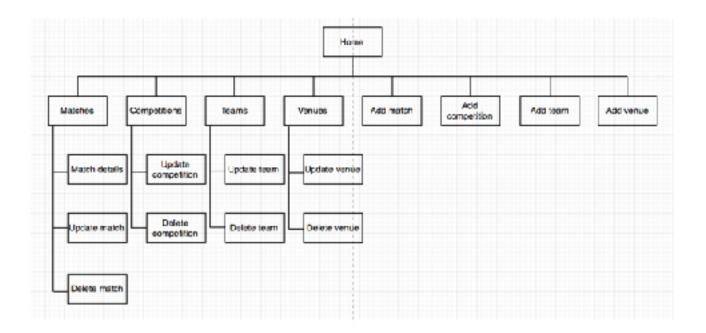
### P.2 Project brief

#### P.3 Use of Trello



# P.4 Acceptance criteria

# P.5 User sitemap



# P.6 Two wireframe designs



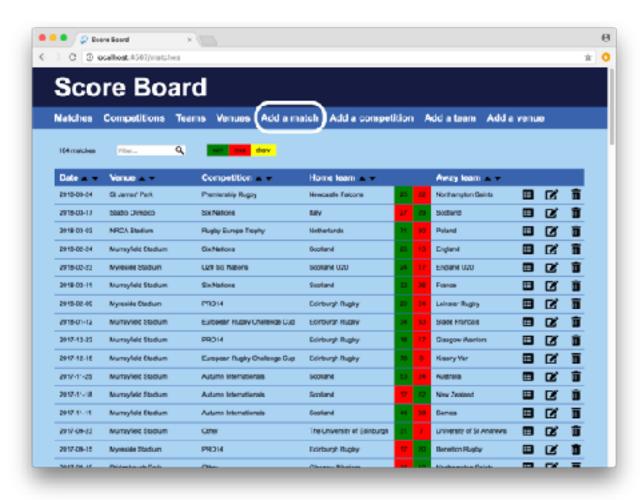
- P.7 Two system interactions diagrams
- P.8 Two object diagrams
- P.9 Choice of two algorithms
- P.10 Example of pseudocode

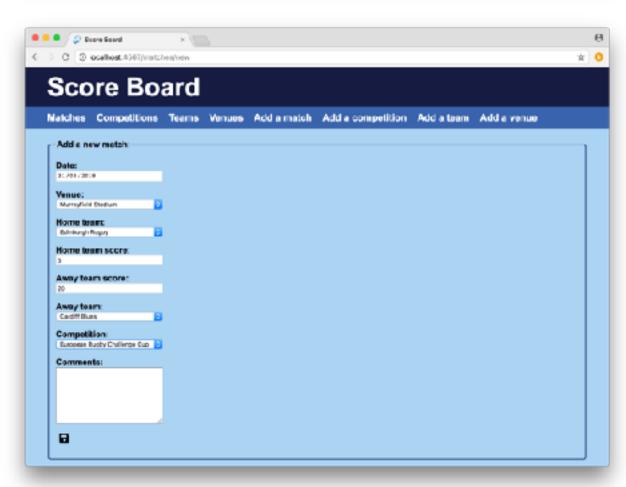
```
play_game function
# input: player hand and computer hand
# if the player hand beats the computer hand:
#
     print message that the player wins
     increase player score with 1 point
#
#
   else if the computer hand beats the player hand:
     print message that the computer wins
     increase computer score with 1 point
# else:
     print message that it is a draw
     keep scores as they are
#
#
   end
```

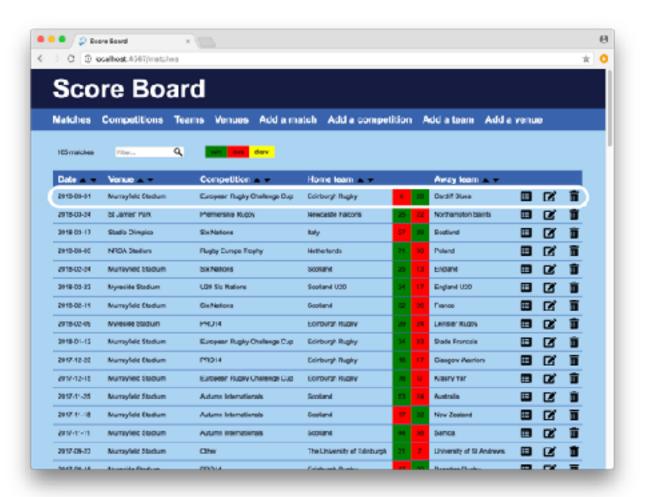
P.11	Github	link to	one of v	vour	projects
	aitiiub	IIIIN LO		voui i	010003

P.12 Screenshot of your planning and the different stages of development to show changes

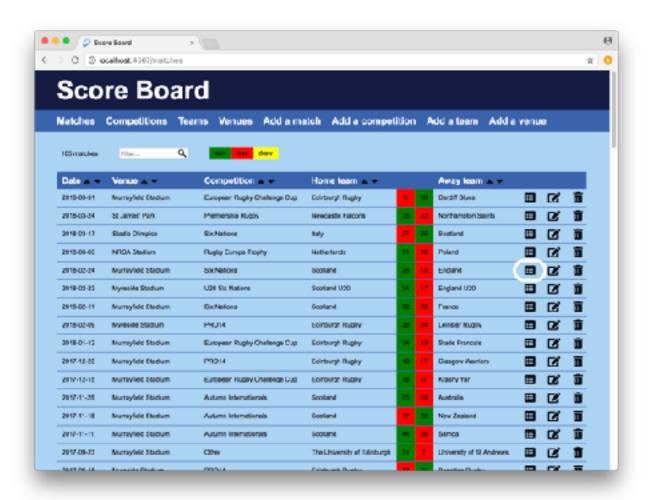
### P.13 User input / P.14 Interaction with data persistence

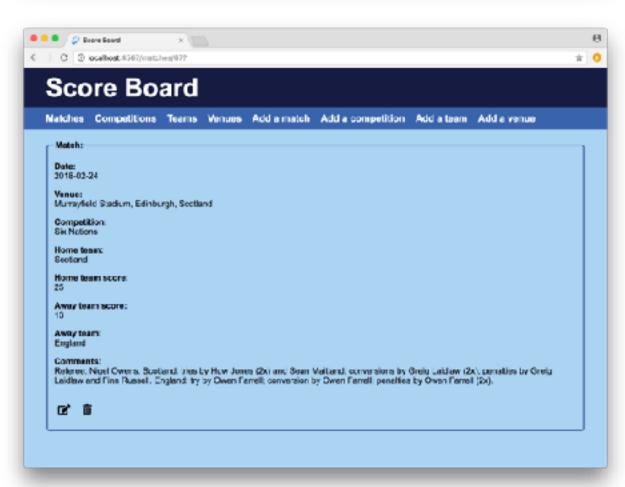






#### P.15 User output result





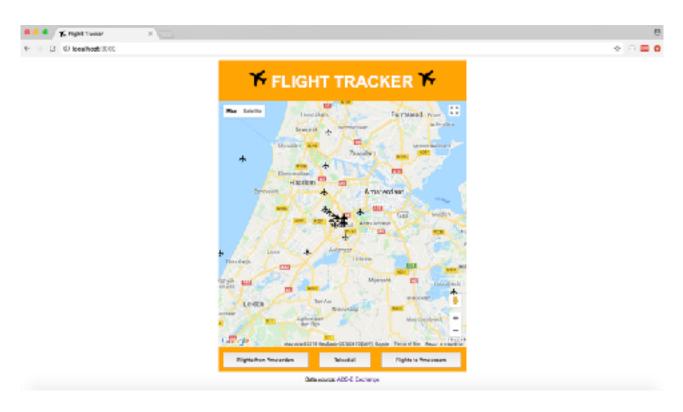
## P.16 Show an API being used within your program

```
const Request = require('../helpers/request.js');

const FlightData = function() {
    this.url = 'http://public-api.adsbexchange.com/VirtualRadar/AircraftList.json';
    this.data = null;
}

FlightData.prototype.getData = function(onComplete) {
    const request = new Request(this.url);
    request.get((data) => {
        this.data = data;
        onComplete(data);
    });
}

module.exports = FlightData;
```



P.17 Bug tracking report showing the errors diagnosed and corrected

P.18 Testing your program