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Software Dev 1/ Dr. Rivas
Project 2 Write up

While my project did not come out how it intended, I am still satisfied with the end result of what I chose to do instead of the sports stats. The trivia game is very simple and it is a good tool for children to learn about the Bible and test their knowledge if they want to.

My programming skills were lacking in practice with object orientated programming, and I feel like if I had more skill with that my project would not be as lengthy and repetitive as it is now. Also, one of the issues with my demo was the fact that I could not get the random number generator to generate numbers without replacement, so then questions would repeat. One issue that I had that I was able to fix was that the input could be either capital or lowercase, whereas with my demo it was only uppercase letters.

The program also is not very user friendly, where you have to make two or three inputs to keep on getting questions, although I enjoy that it keeps asking the user what section they would like. Perhaps implementing a system where the user chooses a section, then they get ten points and they can answer questions until they either get to all of the questions or lose points by getting answers wrong, so then the program does not have to keep prompting the user. Sometimes coding is not necessarily about user-friendliness, but it is about efficiency. In the case of my program I did neither but still somehow managed to make a decent program that could test basic knowledge of the Bible.