Program Reflection

In my assignment 3, I have created three classes: Player, GameBoard and MainApplication. I have created that way because the Player class with deal with any information related to player, GameBoard with take care of game class such as Case Level or Game Mode. And finally, Main application class will look after creating the secret code, compare code with user’s code, display the user interface and everything. I have created that way because I would like to separate function in particular class, which will be easier to organize information and programming in Object Oriented concept.

This reflects Object Oriented Programming concept much because it separates object in small different class, which is not only easier to organize but also easier to connect between class. The Player class, for example, will deal with only attributes related to Player (name and scores) while GameBoard will have functions to take care of case level and game mode. One of the issue I have suffered was that I have to take the instances of any object I created as a parameter and pass it to the function every time I use that, which I need to figure out how to call it if I am making the game again.

However, this way makes me so easy to code because at one moment, I will only focus on one class to code and then make connection between them. This decreases lots of bugs when we code so many objects on one class as well as make the code streamlined. However, in the future, if I have chance to do this project again, I will break Main Application class into smaller classes. For example, there is one class only deals with getting the secret code, compare it. One class will take care of small functions as getHint or getHelp. This will be useful, especially when I apply test code from outside to test my code in bigger program. And probably, breaking program into smaller pieces of code will help to write test code, which will be very useful in the bigger game or program.