

Not that much was difficult in the lab. I only came across one struggle when coding the Util.java class. Figuring out how to convert hash bytes into a standard hexadecimal format took me a minute to grasp. I wasn't assigned the hashing part of the lab, but I was curious enough to try it on my own. Figuring out the hashes was alright, kind of straight forward (I'm a cybersecurity major, so this is a common thing we come across in labs). But the conversion like I mentioned earlier really threw me off for a loop. Bit shifting was a struggle for me because it also took me a minute to understand what "btEncodedhash[i] & 0xff" does (which was needed in the code). In my beginning java class we did all of our code in one java class, so getting used to having each class in a different "file" really hindered me in this lab. Figuring out how to make the timer go off of 5 seconds and more randomly was interesting too. I hadn't expected it to be so straightforward. Overall I really liked this lab and found it quite helpful in terms of learning more "advanced" ways of using java while also cooperating with something related to "security" in a silly game. Playing the game itself was quite fun too!