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## Project 7 – JSON

This project was, at first, quite difficult to understand. However, after some clarification, I realized I was simply making the project overly difficult for myself. Simply, this project dominated by a ton of get and set functions throughout our classes. The functions themselves weren't hard, but they were very time consuming. The program I created is capable of handling up to 10 players, as specified as a requirement, and outputs the new list to a file called "PlayerStatisticsNew.json". As told, the data is not randomly generated, but is however dictated from inside the function of my JSON class. The values I used came from a number generator however. Overall this project took a lot of time, but in the end, was quite easy to finish once the time consuming items were out of the way.