# Project ReflectionJCU_Logo_RGB for CP1404/CP5632 2016 SP51 Assignment 2 – Items for Hire – GUI

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**https://github.com/dirajravikumar/DirajRavikumarA2**

1. How long did the entire project (assignment 2) take you?

This entire assignment nearly took me around 3 days as I had less time to do the assignment considering I had to prepare for my exam.

2. What are you most satisfied with?

I am most satisfied with how all my functions work from listing, hiring, returning to adding a new item to the csv file with the use of Kivy.

3. What are you least satisfied with?

I am least satisfied with how my code turned out to be as I find it a bit messy and I’m also a bit worried on how I had to use a separate (.kv) file for just adding a new item.

4. Describe your development process.

First, I had to create the main GUI of the program which displayed the menu buttons (listing, hiring, etc.) and the label. Then I made sure that the items are loaded from items.csv and displayed as buttons by their names which was stored in a list and made sure that the buttons appeared differently if they were hired or available to hire which basically turned out to be listing the items. Then I made sure that the item was available to hire which turned out to be a huge pain considering how I had to change the color of button when it was hired real-time as I had no proper experience with Kivy and after I managed to do so, I got to do returning item which was nearly similar and finally I decided to add an item, and I had to take a decision whether to use a separate (.kv) file for just adding a new item so the main (.kv) file doesn’t look messy and I decided to go that way.

5. What worked well in your process?

The things that worked well in my process is that how the menu actually works instead of glitching out on me or just throw a random error at me and the fact that I can hire or return an item with in a breeze is what felt good. I’m glad I’m able to change the hire or return status of an item within a function instead of creating two different functions.

6. What about your process could be improved the next time you do a project like this?

My process which could probably be improved is try letting the user choose multiple items instead of just choosing one at a time as I couldn’t find any way to do so. I hope next time that I can also try not to make the code look even more messy.

7. Describe the main challenges or obstacles you faced and how you overcame them.

The main challenge that I faced was to make sure that the user can hire or return an item without having the program to crash on me. I had to use separate list for storing the item names, their prices, description and status and added a Boolean value to make sure that it works properly. Another problem I faced was to add a new item to the csv file as I wasn’t quite sure how to append a new item by using Kivy and I thought that the add new item used a different Kivy app instead of using a pop-up which I discovered while browsing my KivyDemos.

8. Describe what resources you used and how you used them to help you complete this.

I used the Pop Up demo from KivyDemoes which was provided by Lindsay Ward and revised throughout the lecture slides which involved the slightest bit of Kivy and the last two practicals as they involved Kivy heavily and it involved a tremendous amount of trial and error to me personally.

9. What were the main things that you personally learned from doing this project?

The fundamental things that I learned personally from this assignment is to find different strategies to a similar problem from just text based GUI to actual buttons GUI. To compare now from when I began my assignment, I believe I know more Kivy than I previously did which felt satisfying to me.