



In working on this project I learned a couple of different things. Last semester I took CS 1440 from Dr. Clyde and learned a lot of these principles in that class. The three principles of encapsulation, abstraction, and localization were probably the three principles that stood out the most. In designing and implementing said design, I have come to the realization that I now try to think in terms of these principles. When duplicate code starts to happen, I cringe and realize that I need to be encapsulating better. In working on the unit tests, I used the unit tests available in Visual Studio and C#. They have made it easy to test and write tests which is what you want in having tests. That way you can know quickly if your code is working.