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CMSC-203-23103

Professor Tarek

Assignment 1

September 09, 2023

Assignment 1: ESP Game

1. **Screenshots**

**Une image contenant texte, capture d’écran, logiciel, affichage

Description générée automatiquement**

**Fig1: ESPGame 1/3 - Eclipse**

**Une image contenant texte, capture d’écran, logiciel, affichage

Description générée automatiquement**

**Fig2: ESPGame 1/2 - Eclipse**

**Une image contenant texte, capture d’écran, logiciel, affichage

Description générée automatiquement**

**Fig1: ESPGame 1/3 - Eclipse**

1. **Lessons learned**
2. This first project was a little bit challenging since it is my first project in computer science at Montgomery College. I am used to a different work method; therefore, this one was confusing to me at the beginning. However, it is an effective method that has helped me do further research to deepen with knowledge, especially in the installation and debugging process.
3. I have learned valuable lessons, which the most important was running a program in a new IDE: Eclipse (since I was using VSCode for my programming projects).
4. What I struggled with was the random generator number: at first, I was thinking of associating each color to a number, but it would not work as a random number since I was the one assigning the color and not the program itself. To find a solution, I did additional research that would explain me the purpose of the random generator number and how I would use it.
5. On my next project, what I would do differently would probably be dedicating more time to the design.
6. Fortunately, I was successful in all the parts of the assignment.
7. The website “Geeks for Geeks” helped me find additional resources about the Random class: <https://www.geeksforgeeks.org/generating-random-numbers-in-java/>