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CIS 18A
Final Project

Final Project Documentation
Summary

1. Provide a brief summary describing your program goals, functionality and target audience. Include strength and weakness of the program and outlook for program future improvement. (1 page double-spaced. Submit a document that contains program description. (60 points)

My goals for this program are to effectively have the user place an order

and set an appointment for the delivery of a VHS directly to their home. This

program will act as a rental service mimicking older brick and mortar rental stores -

reaching out to a niche of people who appreciate physical media within the

horror genre and who want to relive the days of old.

I think a weakness of my program is the receipt section. While working on the

switch statements for the input of the user's movie choice and delivery day/time

choices, I failed to implement the user's input and map it to a value that could be shared

later in a receipt. I referenced the input variable using "this" - but I

confused myself when thinking about how to get the user's input to display their

option in the receipt itself. It worked when outputting directly after the user's

choice, I think because it was all within the same scope of the function. I also had to add

extra methods for the "receipt" for my first class holding the movie and date options -

which I didn't really anticipate. I couldn't figure out how to get them all into one method,

rather than printing them out line by line. Again, I think it was a scope issue that I

haven't quite sorted out in my head. I definitely would like to work on constructors in the

future as well, because those honestly confuse me and I find myself never implementing

them into my code, which isn't good practice. Of course, there's the default constructor,

but when it comes to actually understanding when to utilize them, I think I need to improve in that area. I think some of the program's strengths are my use of interfaces, and the switch/control statements I implemented. I had some trouble understanding how to use interfaces, but I ended up getting the hang of it and it felt like everything clicked into place. I rarely think of using switch statements, so it was fun to implement those and watch them work their magic in the output of my program as well!