

## Reflection

(1) I would say that initially at the demo1 stage the project design was really bad so we had to change it completely for demo 2. As we moved to a Object oriented structure it made more sense to structure the classes as we did.

Using just arraylist to store the object and using the same design to read and write from and to files worked like a charm. Finally with JavaFX we were able to make a GUI that worked exactly as we wanted.

Using buttons, text fields to execute methods and get inputs. We also added CSS styling to our GUI at the end.

So the design decisions were -

- 1) To keep it simple
- 2) Single responsibility for a single part of code to only do one job
- 3) Open-closed approach
- 4) Object oriented approach
- 5) Not creating additional methods etc which were not required at the time. only using the current methods at the present and only making new methods etc when it is absolutely necessary.

2) Yes, I think to a great extent we were successful. It was our first java project so we surely made mistakes along the way as well.

(3) Making sure that the application / program performs and works even more efficiently.

I would also keep scalability in mind. Also

adding more meaningful features to the program which make more sense.

- (1) feature to allow a login / signup / logout feature to edit each exercise, dates etc. feature to change style of GUI to dark mode. feature to allow multiple users use the same app. feature to allow voice input / output for people with disability.

(5) Learned a lot overall from using GIT / Junit / JavaFX even though not a lot was taught in class related to javafx my team mates were very supportive. Learned to manage time and how to coordinate effectively. Learned to work with OO structures, pushing, pulling, merging, creating own branches in git etc. Doing unit testing and reviewing code with team members.