In this project, I learned about how classes work: how to create an object, call methods from the class on the object, noticed how much time it saves. In addition, I also learned about how RNG works in java- it works well in a class as it saved time as I could just make an object and have it call a method that'll generate a random number. I struggled with understanding the methods of RNG.java, honestly, it was a mess, even with the comments. Following the instructions was also a struggle, I was also missing out on one thing that took a lot of reworking in my code. Ex: When entering a number that was higher or lower than the low or high int variables- I didn't do anything about it, but it was required for the assignment- and with this I noticed why one of the classes existed: inputValidation. Next time, I will make sure I take my time reading the instructions and understanding the class before I jump in. My pseudocode was pretty spot on, but again, my hastiness was what caused me to struggle.