Bowling Calculator
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Tools:
- Machine: 2009 Macbook Pro
- IDE: Spring Tool Suite
- Framework: Spring
- Build Manager: Maven
- Source Control: GitHub (https://github.com/jellyDean/Bowling)

Statement:
Create a bowling calculator for a complete game of bowling. Additional bonus challenges completed:
1. Validation of the input
2. Turkey counter
3. Frame score list

Summary:
Overall the project was a success. This was the first time that I have used the Spring framework and I enjoyed it. The most challenging part of this project was understanding how to keep score in bowling. Once I digested the requirements and switched my brain into Java mode everything came naturally.

The snags that I ran into during this project were mostly configuration issues. For example, setting up the correct version of Java on my machine, using STS opposed to Eclipse and understanding Maven. My favorite part of the project was the object oriented design. I enjoyed building a frame object and using it 10 times to create a game. After getting the design hammered out the rest of project came easy. Another cool trick was the turkey counter because I was able use springs built in tools to accomplish this opposed to creating an algorithm.

This project was a great demonstration of how to develop a simple rest web service using the Spring framework. If I had to do it over again I would modularize the logic for the first 1-9 frames and the 10th frame a little more because the code was reused. I would also add some sort of authentication so strangers couldn't use my service unless they were authorized. Overall I had a good time building this and learned a new framework at the same time so it was a win win.

References:
- https://spring.io/guides/gs/rest-service/
- http://stackoverflow.com/