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CPSC 224

HW4 writeup/UML

The purpose of this assignment was to create a Graphical User Interface (GUI) for users to be able to play the game of Yahtzee. The overall design approach I took was somewhat of a mess in my eyes but served a decent purpose. There were a lot of files and frames involved so it appears quite cluttered. Overall though, this assignment was incredibly difficult. I ran into problem after problem considering we were only taught an incredibly small, almost useless, amount of swing syntax or tutorials or anything really other than what a good GUI looks like in practice. Because of this, there are many functions in the program that do not function the way they should simply due to the fact that, despite the logic seeming to be correct, the function does not work for reasons I did not understand. I spent multiple weeks working on this assignment and even still could not complete it to a level that I was satisfied with. This is what infuriated me with this assignment: even with ample time and research, I still was unable to find solutions to my problems (And Dr. Sprint’s videos could only help so much) so I do not know what I would have done differently with more time. The below UML diagram is more of a theoretical diagram of what my program should have functioned like since the actual instantiation did not function how it was supposed to since I had multiple errors. A close up of text on a white surface

Description automatically generatedA close up of a map

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