The project Bryan and I are going to be constructing is a program that works like Flash cards. Instead of us writing down and flipping note cards. We can construct a virtual one. Where the user can input what they want to remember and then having the computer output what the user had as input. We would use different methods learned during Computer Science to complete this job.

The problem with this project is that it is going to be tough to manage because we will have different inputs who will be paired with the different definitions. This project can either be really simple or can become a challenge as we begin the project. It is going to be hard to decide if we should add some special features since we only have so much time to complete the code.

The way we will approach the problem is by creating a UML class. We also need to take everything step by step and not just dive in to writing the code. We need to ask ourselves how we are going to have pointers, input, and output. We need to write down an outline of all the features we would like to see on this project. The anticipated challenges we are going to run into is trying to pair up each definition to its term. The other challenge will be finding a time that we can get together to work on the project. The other part is going to be getting bugs out of our program so it can work properly when we have to present during class. Overall this project should be fun because after we are done, we will be able to use it for our own use. Other people would be able to use this code as well for their classes here at Whitworth. The cool thing is that the files will be saved with the definitions and term.