

Evaluation:

I made sure that the program met all the requirements of the client and try to complete it to the highest standard possible. I made sure that I knew what the client wanted and delivered. The project as a whole went really well with the code turning out how it was supposed to, having the testing of the website go smoothly and completing it all within a reasonable amount of time. The program was tricky to get working at first but when some of the part were sorted and worked, the rest came much easier. The error checking that needed to be in place was robust which meant that it was impossible for people to et round it without certain inputs. The error checking was the easiest part of the code which meant I spent as little time possible worrying about if it would stop certain vulnerabilities and was able to focus on getting the main parts sorted.

The test plan went by fast. It took no time at all to do as the code was working up to the standard that was fit for publication yet had a few things which could be tweaked for better with it that were mentioned in the comments. The issues that were found were that a bit more error checking would need to be in place for when they want to input the amount of lanes there is as it would crash if someone was to input text or symbols instead of the number of lanes. This wasn't the only issue though, when displaying if someone has beaten a record, it would display the message for ever run that beat it instead of the fastest one. This can be improved by having some code which checks the times against one another to see if they have beaten each other.

My code was one thing that was a challenge at the beginning yet once I had the framework for it, it was a breeze. I needed to make sure that all of the user requirements were met and while focusing on these, the prototypes were nothing close to the what the end result is now. Like I just mentioned, these prototypes established my framework for the project and once I had this in it was much easier for me to build upon what I had and meet the requirements effectively.

My testing was one of the things that went the smoothest as I explained the code but could have been much better as I could have archived previous iterations of it which can help speed the initial part of the code when doing future projects. With future projects in mind; it was a good reason to do the testing to see what works, how well it works and f it could be improved and when looking at the testing, the code defiantly worked but as mentioned in the testing it needs to be optimised better to bring it to the highest standard possible.

In future projects:

In future projects I will aim to make sure that they are NO was of exploiting the code if that's being through a tiny amount too little of error checking or to make sure that the code can check against itself to make it better for user. This will come with practise which is why I'm focused on improving future projects to better this. This would elevate them to a high standard despite this being to a high standard.

