**White Lily Casino - Reflection**

Making White Lily Casino was an engaging process. There were many frustrating points and bumps along the road, but the end result and the skills acquired along the way were well worth the work.

There was not one big problem that I ran into but rather many small issues that slowed down the process. One of the first issues I ran into was not creating accounts, but logging in. I realized that I had to subtract from the end of each line when reading in the account details separated by a “%”. A similar issue arose when I implemented a loadUsers() method to restore previous progress whenever the program was launched. The next problem I ran into was updating a specific line of the text file “users.txt” when a change was made to an account. (i.e. The user lost their entire account balance) I decided to look for the most efficient way to do this and found the StringBuilder class. It allowed me to assemble and disassemble Strings in order to make changes to specific areas of that String. I used this to rewrite the entire “users.txt” file while making changes to a specific line.

There were many more miniscule issues that I came into contact with but these were the biggest two that caused me trouble. As a result of this, there were, suffice to say, many changes made to the original design in order to achieve the end result.

I learned many things throughout the course of this project including; implementing audio and reading audio files, using and writing custom layout managers, how to use StringBuilder, editing specific lines in text files, creating save data, and implementing luck-based games.