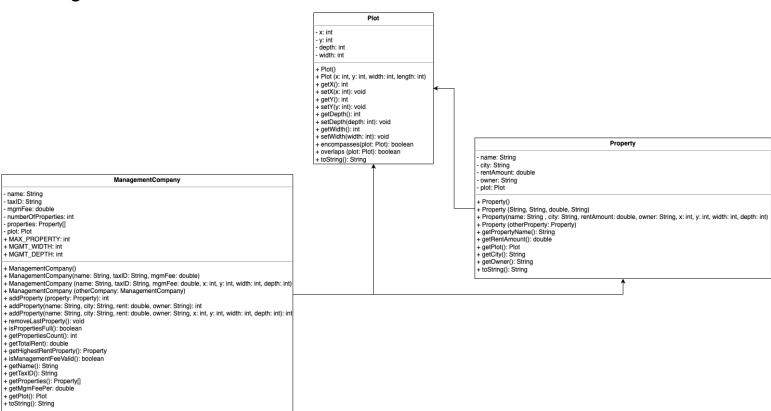
# NNguyen - Assignment 4

# **UML** diagram

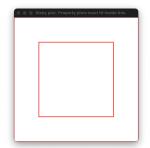


## **Screenshots**

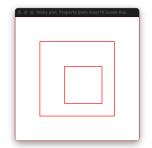
### **GUI running**





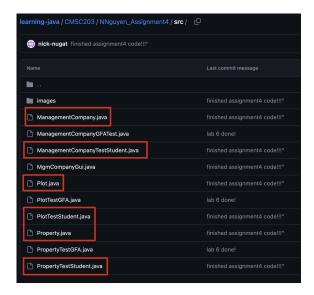








#### **GitHub**



#### Questions to answer

**19 Write about your Learning Experience, highlighting your lessons learned and learning experience from working on this project.** 

My learning experience with this project was pretty good; I enjoyed it and liked debugging my code to pass the JUnit tests. While it was frustrating at times, the trial and error aspect of coding and the end result finally getting it to work is rewarding and one of the things I love about programming.

#### What have you learned?

I learned how to work through a project without much guidance. Because the instructions were fairly vague, I found myself having a difficult time working through this project. Although this was a bit annoying at first, it felt great when I finally figured it out.

#### What did you struggle with?

I struggled with the <code>getHighestRentProperty()</code> method the most. Figuring out how to get the method to return the Property object that had the highest rent was a bit difficult for me personally.

I also struggled with getting the GUI to work properly and had to compile the file manually with the javac terminal command. I ended up using this command to run the GUI:

java —-module-path /Users/nick/Downloads/javafx-sdk-21.0.1/lib —-add-modules javafx.controls,javafx.fxml,javafx.graphics MgmCompanyGui.java

Unfortunately, I still could not get the images to show up on my end, though.

Next project, I think I would probably plan my code out better, listing what each method will do before beginning to code.

What parts of this assignment were you successful with, and what parts (if any) were you not successful with?

I was successful with making the UML diagram, which was pretty easy to implement for this project. I also found the Plot and Property classes very easy to implement. The ManagementCompany class was a bit more difficult to work through, though.

Provide any additional resources/links/videos you used to while working on this assignment/project.

N/A