**Assignment 2, Lessons learned**

While working on assignment 2 I learned how to declare a new object for the toy class and how to send user information to the toy class. While sending information to the toy class I thought I was a good technique to have a method that sent back a Boolean data type and used that to validate the age of the child and if the toy was appropriate to their age. It was learning how to use a main class and another class interchangeably.

One issue I ran into was that I added a repeated statement in the while loop and therefore initially my program would ask the name, age, toy and if they would like to add another toy twice and the second iteration would have its input saved and displayed the console. After realizing this issue of the repeated statement I was able to run the program smoothly. I tried to change the while loop with an if statement and still was not having my desired results. In making this mistake I retraced my program a couple times. This made me learn to pay attention to when a statement should repeat in the while loop so that it does not cause an infinite loop to occur.

I had heard from many students that displaying a dialog box for input and message was a bit tricky on a Mac but since I had started creating my program I did not encounter that issue. I felt it was a good way to practice converting data types, since dialog boxes only read string inputs. Overall I felt this assignment really implemented how information from the user is used in one program with 2 classes.