What We Learned

Our group decided to use ArrayLists as our main data structure mainly because we are all familiar with it and it made the most sense to store a list of data that doesn’t necessarily need to be in order. Also, we figured since we would be iterating through the data multiple times throughout the program an ArrayList was the best overall choice for this project.

As a group we learned many different things and faced many hurdles. For me, Jon, I ran into many issues trying to learn how to use tables within a GUI. It was more difficult than I imagined it to be. I also ran into issues with forgetting to add certain variables during the design process. Even though we came up with methods that would use such variables we forgot to add them until very late in the design process. In addition to all this, not understanding that the GUI was not necessarily dependent on the purplebox class being finished really slowed my process down with getting all the GUI buttons and such working properly. However, this project was very helpful in giving me an opportunity to get hands on experience working on a software development project from start to finish. I think this process has been very educational especially going forward into a career.

An issue that I, Jason, ran into a few times was when writing the methods within PurpleBox was passing the correct things between the PurpleBox class and the interfaces. Reviewing both interfaces is something I will spend more time in the future on as going back to the design phase slowed us down a bit. This project also reinforced the idea that objects can have different types, such as the Disc object being of types DVD, Blu-ray, Game. On top of that, working with a GUI is something I hadn’t done for quite some time so using that really helped me re-learn and understand how it works.