**Peter Surlina Final Project Learning Report**

**Using Microsoft Word or any text editors, answer and describe briefly the following questions (Do not simply answer yes or no only. Describe!)**

**1. Did you complete your assignment, and did it run without errors?**

The entirety of project works without issues and everything runs as expected by the given rubric.

**2. Did your program produce the correct result?**

Yes, my final project is able to produce all of the correct results that the project asked for. Every add, edit, and print controller/scene functions properly.

**3. Did you test your program thoroughly?**

All components of the program were tested and checked for proper functionality. I spent the majority of my time making this program testing all the features repeatedly to make sure all outputs were coming out correct. I did this by running the program many times after I would add a couple lines of code and see where I went wrong or decide if function was properly working.

**4. How much time did you spend to complete your assignment?**

I spent around 4 days off and on writing this project, so I don’t have a clear total time to give. If I had to guess it was probably around 12+ hours. Most of them setting up components of scenes and testing every feature.

**5. Did you write the program yourself? Did you get any help from anyone?**

Everything I wrote in the program was done by myself.

**6. When you encountered obstacles to complete your program, how did you resolve the**

**issues? Did you use Google to get help? Describe how Google was abled or not able to**

**assist you?**

The main problem I had in the beginning was trying to get various scenes to communicate information from one another. I found a great video on YouTube that helped me figure out the problem. It taught me that you could access another scene’s controller and then pass information between them. I used this to create ArrayLists in every scene that would store updated and added objects and then pass them back to the main menu. From the main menu every scene accessed had the ability to read the most up to date information in the ArrayLists.

**7. What did you learn from doing this assignment?**

I learned a lot of little tricks in JavaFX for communicating between scenes and overall, I think my knowledge on writing classes and the ArrayList data structure were greatly tested.

**8. Any other information you would like to share with your instructor?**

This semester has been great, and I really enjoyed the structure of the class. I was taking 6 classes in all so the amount of reading and programming was manageable. One thing to note for the final project is that I think the outline is a little vague with the details it gives us. I hope everything goes well for you moving forward professor. If you would like to add me as a connection on LinkedIn here is my link: [Peter Surlina LinkedIn](https://www.linkedin.com/in/peter-surlina-379356203/)