Learning experience

My experience with this project was a tough one. I was struggling a lot with this project. In the process, I have learned to use methods, objects, classes, the random generator and JOptionPane. Although we did exercises in My Programming Lab on methods, classes and objects, it was very difficult to implement them to an existing code.

I initially struggled with the concept of methods, objects and classes the most during this project. Thankfully, I managed to understand its functions and successfully write a working program. I learned that a class is a blueprint that consists of objects and possibly methods. Objects are information of a class and methods acts as a function. Instances in a class were also confusing for me and I struggled with that too. I learned that they are used for initializing new objects. My plan for this project was to create many methods so that I can organize as much as possible although during this process, I got lost and confused. The random generator works by calling Math.Random(), but I had to add additional steps to get the results I wanted. JOptionPane was the last thing I implemented as I wanted to create a working program before using it. This was not that difficult to understand and was straight forward, I don’t understand why I needed to add null into the message outputs. I am sure I will understand that as the class progresses.

I think I was successful overall with the project and everything seem to be working smoothly. However, one thing I wish I knew how to fix is telling the program to ignore uppercased or lowercased answers during the inputs. At the moment, the program only accepts uppercased “Yes” or “No” but lower cases for “book”, “plushies” and “blocks”. One thing that I would do differently is to be more prepared before doing this project. This project showed me that I have much to learn and should revise more in my own time.