Movie rental project (Joe Lin)

**Testing notes (lesson learned)**

There are many difficulties we encountered throughout this project. Our team put in a lot of effort on fixing these problems. One challenge for me was trying to create a GUI with elements such as text fields, buttons, and as well as active handler. I ended up having to learn these codes myself, and with the help from youtube videos i was able to create the earliest version of the GUI

**Problems encountered**

1.

GUI development (interface);

One of the first challenge we encountered was on how to actually make the graphic user interface. We wanted our program (all image, buttons, text field, etc.) to run complete on the window. Since many of these codes were not covered in class, we’ve had to learn everything online, and it was hard to apply what we’ve learned in the video to our code because the format is a little different so we had to translate the code so it will communicate with our code.

2.

GUI development (Image import)

During the developing stage of the GUI, one of the biggest challenge was how import pictures to the GUI. Due to the way our program was initially structured, there was no easy way to import pictures as well as resize the image to meet our requirements.

3.

Active handler

The handler is the most important part to our code as well as the most difficult to manage. This is the part that actually connect the classes together as well as make the buttons, and search functions work. This is one of the part where our team the most time mastering.

4.

Class correspondence

Toward the end of our development, managing the files became a noticeable challenge. We ended up with 20+ classes as well as ~100 files (including images, and external text files). Having to deal with them was messy especially when there was an error it was difficult to deal with.