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CPSC 224

Homework 4 Summary

GUI Yahtzee

My program sets out to implement a GUI-based game of Yahtzee. This is done by implementing Java Swing library assets and refactoring my older Yahtzee classes to work together. Everything is based together in one JFrame, with the hand and scorecard being implemented through separate JPanels that are added to the central JFrame. Hand and scorecard interact with their respective Yahtzee classes to update changes to values and display the updates to the GUI. The biggest challenge with this homework was getting the hang of Java Swing. I have never done any work with GUI's before so it was a trial by fire, but I feel much more confident after spending a number of hours scrolling the documentation looking for various methods or explanations. I would have invested more time in integrating my older code into the GUI application instead of simply building on top of it and stapling the two together. However, I will have plenty of time to refine my code when working on the group project.