

TugOfWar ReflectionLog

(CSE2920 – Simple Phidgets)

How has your program changed from planning to coding to now? Explain.

This program consists primarily of code copied from the previous assignments, seeing as I've already written most of the groundwork. There were a few errors; for instance, I forgot to add a *Thread.sleep()* the first time I ran the program.

Otherwise, there were no issues. The program didn't change from my original plan. I was debating whether to make the LED shine each time the button is pressed, but I figure that it'd make the game be a bit annoying to look at