

## **Criterion A: Planning**

### **Defining the Problem**

The client (myself) wishes to write a computer program that is easily accessible and able to use that will be able to solve and convert between a range of units. As a high school student this is something that can be provided useful during school and several classes that require the conversion of units within problems.

### **Rationale for the Proposed Solution**

I decided to create a unit converter because I would like to be able to have a quickly accessible application that can be pulled up when in need. I wanted to create a program that I would be able to share among my peers and also be able to use for myself outside of my programming class. By creating this program I will be able to share a program that my friends and peers will use while doing problems within their classes.

I choose java because it runs on multiple platforms, making it easy to share. And it is a well-known language for me.

### **Starting Success Criteria**

1. Accepts input values from the user
2. The user is able to change the operation of the program, switching between different unit groups and units
3. The user is able to specify input values or amounts
4. The program is able to output the correct conversion
5. Allows for re-entering of new values for a different conversion
6. Has a simple interface that is easy to understand and navigate