***Reflection***

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I learned about image arrays and utilized past concepts like booleans and counters and randomization functions. In the process of making this project I had many struggles and my problem solving ability was increased as I had to comb through the code and find the mistake that I had made. I struggled with generating cards as sometimes it would not show cards but I eventually found out that it was a problem with my randomization function. I had the values generated at the start of the button function but since there was a randomize function on top of my randomize functions it would change the generated values every time i pressed the button which messed up the pictureboxes so I made the values only generate at certain counter values to avoid this problem. Keeping track of the components of my project was a struggle as I have many processes occurring and I have to check it thoroughly to find mistakes. One of the big problems was giving ace a double value as it can be either 1 or 11 depending on what your hand is. In the end I set conditions to make sure that if a combination of certain values was over 21 then it would convert to 1, To make sure the hit button would make a new card each time I had to use a global counter which would grow for each button press which the program would make a new card each time. I had to make multiple randomization functions to ensure that each random value would get a random suit. I had to do a lot of repetitive tasks like resizing all the images to make sure that they would fit in the overlay as well as numbering all the images and creating the randomization functions for the suits and when I messed up I would have to change all of them.