It was like a challenge for me to create the application because I had to rewrite most of my code a few times because of trying to implement add and find functions in my project in unusual ways.

It was hard to produce attributes for the basic two classes XboxGame and PSGame. In the beginning, I was not that familiar with the consoles, so it took some time for me to think of different attributes and their data types. I am really thankful for the rough UML diagram and Animals-Using2Forms provided because it helped me to start my assignment so easily. Unfortunately, I did not implement add and find functions even I tried many ways to do it. The problem that I faced is that in the animal project I have a list with all the records, and I can use them in many ways but in the game project I added every record one by one, and they are not in the list so I could not implement many cool features. I tried to rewrite the whole project but with using collection class list for the game project, but I faced problems because the game project contains different classes with the abstract class, unlike the animal project the main class Animal is not an abstract class. The problem is that I could not create an instance of the Game class because it is an abstract class and in Object-Oriented Programming, it is impossible to create a new object of an abstract class so it that was hard to fix this issue.

For the extra functionality, I decided to add options to delete an existing game, to sort out all the available games in the database at the moment, and to create a report by saving all the available games in the database. Also, I added an extra class called PCGames to have three different platforms for games. In the class PCGame, I created a function to see overall income from sold games. I changed the form design to make it look like a game store shop with a related name and logo. I created an extra distinct attribute for every class in my project, so any platform has a different description.