1. What changed between your preliminary and final designs

There were a few changes that happened from the initial design to the final design. First off, the Database Class needed a few more variables and a couple more methods for the table to be built correctly. The second big change is that I had to add a class called GenerateVehicle, just to size down the vehicle class and make it slightly more abstract. The only change that was needed in the Reflection class was dropping a setter, changing a local variable to an arraylist instead of a Field array, and adding an additional constructor to take in an object. The Log class stayed the same with the exception of the date objects being created and used. The Vehicle class had an initializing constructor added along with one that took in an object of type GenerateVehicle.

1. Why you had to make those changes

Most (if not all) of the changes in the Reflection and Database classes were due to this being the introductory project for the topic of reflection. Had I had a little more practice with reflection, I may have had better insight into what was needed and what was not. The GenerateVehicle class was created to help size down the Vehicle class. I added the dates and times into the Log class just to help the user see when it the errors occurred in case there was a time gap that could clue them or future developers in to a problem.

1. Lessons learned about design from the changes you had to make

This project helped me see the value in preplanning. It helped me gather my thoughts and gave me a direction to start with versus starting the project blindly. These changes helped me better understand how valuable preplanning is. Had I not thought this out before, there would have been many changes and ‘do overs’ as opposed to having an outline to go by.