

UNIVERSITY PARTNER



Introductory Programming and Problem Solving(4CS001)

<Individual Report>

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### **1. What are the most challenging aspect of the coursework task?**

My lack of knowledge of the subject made it difficult for me to create a program that plays the traditional game of Noughts and Crosses since it contained numerous syntax errors. I have never used this module before, and I must admit that I found the Python programming language to be quite challenging to understand. The most challenging thing that I faced while doing this coursework was to understand about the works of different methods and where to use functions. I was having problem while asking user to choose a cell to make a move. I was not able to develop a code that loads the scores to the leaderboard text. Although I was frequently frustrated by certain errors while performing this task, I was able to find a lot of helpful tutorials online that provided advice and assistance, helping me eventually to successfully complete the game.

### **2. How did you go about completing the task?**

While completing this coursework, first I learned how to design game loops and illustrate the game board, something I didn't know how to do before. I looked online as a result, and after clicking on numerous Google links and YouTube videos, I finally found the answer. It seemed unusual to me to solve the problem, so I went back to it repeatedly before sorting it out in a few days. I also had a lot of assistance from my classmates and tutors. I was capable of finishing it, and now have a thorough knowledge of how different functions and methods are used, in addition to how the game actually performs.

### **3. What have you learned over the course of completing this coursework task?**

I had difficulty understanding how Python programming languages worked before I finished this course. I was having problems remembering every step and how the different functions and methods works. But after completing this coursework I was able to understand all the functions and the work of those functions and methods. I created a code that loads the results into the leaderboard text and was able to prompt the user to select a cell before making a move. I now know a lot more about the Python

programming language. Writing programs has also helped me to think more clearly and come up with answers to problems. After finishing the game of noughts and crosses, I felt so good.