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Assignment 5

Assignment 5 was an extension of the previous Assignment 4 project. In this project was the inclusion of a checkBox, extra labels, a new subclass, and declaration of new methods. In this assignment, I learned about the importance of namespaces with regard to effectively running a program. I make mention of this because a namespace issue was responsible for many hours of frustration (the good kind). That said, the addition of a new subclass also allowed me to better understand the concept of inheritance and how useful inheritance can be in a program with regard to code reuse and effective coding.

Aside from subclasses, I was able to obtain more experience with the creation of and execution of methods and lists. The program overall was less stressful than Program 4 due to my greater understanding of basic concepts of programming and being able to use it to accomplish a variety of different things. There were things I needed to update in this program that were not as obvious to me as when I conceptualized the issue before tackling the program. Also, there were a variety of things that were attempted in this program that did not offer the results to even run the program without breaking it. In closing, doing this program in itself has given me respect for individuals who do have to make even the smallest updates to their programs. There is much more work to be done behind the scenes than a simple point and click fix, and this program has helped demonstrate that to me as well as the importance and usefulness of inheritance.