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PA 3 Reflection Essay

The programming assignment before this definitely help get us started on this PA. Like the last one, the one thing I found extremely helpful for this assignment was drawing out the maps. My tier two code looks to be N3, so I had to draw every step to understand what was happening because clearly my logic is very convoluted. When I normally write these reflection essays, I feel very discouraged in regards to my coding abilities, but this time it was different. I think it is because hash tables finally clicked with me. This assignment was less about trying to get all the code down and see if it does what I want, and more about figuring out conceptually what was happening and then writing it. It was much more relaxing. An obstacle that kept causing me issue was that the deliveries was a vector of strings, but each house on route was in its own vector. To fix this issue I put all the deliveries in one vector. I feel like as a programmer this was a mistake because it makes things easier, but also increases the run time. Another obstacle that could not figure out was how my map created random connections for tier 2. It made me realize that it “looks” likes my code is working correctly because I am getting the correct time, but my route is not being executed in the order it should. Zahory and I worked on our programming assignment together which I thought helped the most because we were able to discuss how our algorithm laid out while using different languages. Towards the end of this assignment I was just trying to get the right answer, so my code, I felt was a little funky. This assignment was a success in that I feel like I finally mastered just sitting down and thinking about what is happening and putting it into code. It has become so much easier to figure out the bug and fix it. I definitely see that these programming assignments improve my coding abilities, and it makes me feel more confident when coding.