Bao Tran

CS 172

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Individual Summary

Our CS 172 project presented us with a lot of challenges and obstacles through complex class structures and functions that use multidimensional arrays of pointers and class objects. One of the largest obstacles was managing and maintaining the code to be easily read between the group members, This was mentioned in the project proposal so we coded with caution but it still managed to get out of hand some times. I think I gained experience working with teammates and troubleshooting problems between multiple people. GitHub presented us some challenges as well to make updates and use a system where code wasn’t overwritten between multiple people. Through these challenges, I felt like I gained insight on how large software companies manage code and how code can be split up into smaller and smaller pieces to be worked on efficiently and without confusion.

While working with my teammate, I found out that our skill areas overlapped and what I lacked my teammate made up for and vice versa. We found that I was efficient at creating creative code to solve problems within our code but my code was unorganized and unmanaged. My teammate helped me condense my code and make it easier to understand so I believe I found value in working with others during this project. Because we code differently and use different structures of code, it made me value and learn a systematic way to code that was more universally understandable and easier to read.

During the project I was in charge of creating the code for the Board class while we shared coding the main code to run the game. A lot of the code in Board was to store the game data and check for validity in turn moves. As well, a majority of the time was used to figure out an algorithm to randomly generate a border so that no tile value has the same values adjacent to it. This posed the largest challenge and really taught me how to think outside the box and use creative algorithms that one might not think about at first. It provided insight and value in how really basic functions to humans can be notoriously hard to code and make to computer understand. This makes me even more excited to code in the future to figure out complex solutions that the computer can understand.

All in all, I think this project presented a lot of learning curves from working and sharing concepts to being creative with code that might not make sense from a human perspective but works beautifully with the computer. Looking back, I can’t say I’d want to change anything in how we work and progressed through this project. I plan on expanding this code and using it in future CS classes.