

Youdis Chapter 8 Reflection on Code

Credit Name: Chapter 8

Assignment Name: UEmployee, Faculty, Staff

Understanding the Problem

How did you approach understanding the challenge?

I first realized this mastery was very similar to the cresmart skill builder we did with the teacher. So I analyzed that skill builder and made sure I understood it.

Were there any parts of the problem you found confusing at first? If so, how did you resolve that confusion?

The `toString` method and the `super` method confused me so I googled them both and got the understanding that the `toString` method is in a lot of different classes and is the standard for outputting what is in an object. I also realized that the `super` method is passing variables to the superclasses constructor.

Planning the Solution

Did you create a plan or break the problem into smaller steps before coding?

How did you decide on the tools, data structures, or algorithms to use?

I broke down into the super class and the two subclasses and the tester class. I deconstructed the cresmart Skillbuilder and applied that to this mastery. Doing one class at a time following the class structure hierarchy.

Implementation

Did you write the code in small pieces or attempt the entire solution at once?

How did you test your solution along the way to make sure it was working?

I wrote the code in small pieces. I wrote the classes in conjunction with the tester class to check every individual method by printing it out in the tester class then erasing it to go on and test other methods later on. After all the methods proved to work then I coded the tester class to display that all methods work.

Overcoming Challenges

What part of the problem was the most difficult for you?

I set up my faculty class wrong because I made it add a public static void main method so I was very confused when creating the constructor and other methods.

How did you handle moments when you felt stuck or unsure of what to do next?

I would first try to problem solve myself trying to recall past lessons or flipping through the textbook. If that didn't work I would search the internet and find a solution and try to understand the solution. If I didn't understand the solution then I would either ask friends, the teacher, or watch videos.

Learning

Was there anything you learned that you think will help you with future challenges?

I learned how useful call hierarchy is and how much time can be saved by making a parent class to act as a blueprint for future classes. Also the override feature of methods is something I will definitely be using.