

## **Reflective report for CSC1036 coursework 1**

### **Introduction**

Developing software is a rewarding process but can also be infuriating if steps are skipped in development. My software was overall a success as I had a working product by the end, however a poor development life cycle meant later tasks were tougher and of a lower quality compared to the rest of the project.

### **Areas of success in the project**

Early in development I already had decided on both a way of abstracting and decomposing into simpler tasks to be completed. Due to this, at no point did I feel overwhelmed by the project and is a significant factor in why I managed to finish development within the time constraints. So there is not much I would change about this as I think this was one of my strongest areas while developing the software.

Another decision that I made during development was testing a class before moving on to coding another one. This testing I believe to be the major reason why I had very few bugs in my program as testing before moving on meant it was easier debugging code as I most likely knew the problem was not with the code I had already tested. However I would make a slight change if I were to do this again and that would be documenting my testing more as I often forgot if I had tested something already.

### **Areas of improvement in the project**

One of the areas I believe was very poor in my project was the lack of a development cycle. I started this project close to the deadline and so in a rush did not decide on one. This led to problems during the documentation of my software when I forgot about what some of my

code did. Due to this I spent a significant portion of time reading over my code and figuring out its purpose which I consider to be wasteful especially with how late I started the project. If I were to do this project again I would from the beginning choose a development cycle (most likely an Agile one) to reduce these particular problems.

Version control is essential for the maintainability of a program and I underutilised in the development of my program. I believe this to be because I was close to the deadline so coding for multiple hours and during this time would not commit as many changes as I would like due to the time constraints. So in the future I will be committing significant changes in my program more frequently to better utilise version control.

## **Conclusion**

In conclusion, I think that this project made me realise the importance of starting a project early and utilising both version control and development cycle more effectively. I also believe it has raised my confidence as a programmer yet also shown me that I have many areas to improve upon.