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Project 2 Write up

This project taught me a significant amount about pacing myself as I write code. I jumped into this project well before the date it was due and was not totally sure where to begin. My first thought was how should I store the anagrams that I was creating, which turned out to not be the smartest place to begin. I should have begun with trying to understand exactly how the algorithm to create the anagrams would work. I knew that it made sense to create all the permutations of the word with each letter serving as the first letter of the word, but that was it. My google searches led me down the path of HashSets, which I learned online had the neat functionality of eliminating doubles of a word in the case that a word had duplicate letters, so I thought it would be perfect. This was a mistake because that is about the extent of my knowledge of HashSets. I managed to get to the stage where my HashSet would print out all of the different anagrams of a word, however, I could not for the life of me understand how to read the words stored in the HashSet out into the search function for the dictionary file. It was not until I attended your office hours that I learned that what I was trying to do was not exactly a built-in functionality of HashSets. This led to my having to alter my existing code to be used with a List. The result of changing such a large portion of my code required essentially rewriting the code that I had been using as my anagram creator. It was during your office hours, (and with your help), that I realized I would need to use two for loops, where I had previously been using 3. I also got guided to the understanding of using the substring function within the for loops to choose the letters before the letter I wanted to place at the beginning and then the letters afterwards without reusing that letter. I mentioned in my previous write up how the first project was satisfying because I got to see a real world and physical representation of my work upon completion of the project, and the same is true for the second project as well. As I am an avid words with friends player it was great to see how my coding could be utilized to solve a real world problem and improve my life. These projects are fantastic and I very much enjoy doing them mostly since they show me how coding can be useful and applied to my everyday life.