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CS 211

PA\_2 Reflection Essay

The hardest part of the assignment from my point of view was thinking of how to manipulate the table. The second hardest was building the table, even though mine was a little hard to look at. The amount of time and energy I put into thinking about how a table would change given certain inputs was way too much for this project. As anyone can tell with how I built the table, I definitely over thought the entire assignment. The best advice I can give to a student is don’t over think it and start early. It’s a long assignment that takes plenty of thought, especially if you do it alone. Making comments along the way is the best way to not get lost, especially when your code is all over the place like my table was. The math I used was very inaccurate at first but I’m fairly certain I could have turned it into a few for loops and made is much better and much easier to read but since I had already built my table I didn’t want to go through and rebuild it with new stuff the day it was due. I figure that’s for the best but I still want to go through and try to build it using loops to see if I can make it run faster/ look prettier.

On another note, the most fun part of this assignment was the satisfaction I got when I opened my out file and it did the effect I worked hard to build. After working on some of the problems for hours and getting nowhere to just a spur of the moment “but what if I try this…” and it ends up working. It was such a good feeling opening the out file and seeing the effect especially the rotate 90 degrees and the flip horizontal.

For the future, this assignment was given out pretty fairly; however, I would include in the instructions to build a table properly (and maybe push the students in the right directions since most of us this semester had no idea how to play around with them.