

Personal Report

Name:	Adam C Smith
Project:	1 B - Book Circulator/LifeCycle Tracker

Write down each group member's contributions in the project, including yourself:

Team Member	Contributions
Adam	<ol style="list-style-type: none">1. Employee_Class.cpp2. Book_Class.cpp3. Main.cpp (Methods)4.5.
David	<ol style="list-style-type: none">1. Group Project Report2. UML Design3. Algorithm Design Description4. Big-O5. References
Brad	<ol style="list-style-type: none">1. Priority_queue2. Main.cpp (Internals)3.4.5.

Write down what you learned:

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| 1. GIT Hub is a little less beginner friendly than I had originally assumed |
| 2. Working in a team requires dedicated time to be set aside or at a minimum scheduled updates. |
| 3. Pointers are a bit more confusing to work with than I had understood originally |
| 4. I am SOOOO thankful that stack overflow is a thing. |
| 5. I need to put a lot more time into the precoding process, I had to refactor my code like 5 times. UMLs are essential to OOPs |
| 6. I learned how headers are meant to be used in C++, though I only found it out the night before, which is why my priority queue is weird compared to my other files. |
| 7. I learned the importance of knowing team members capabilities, specialties, and knowledge. This was particularly prevalent in the fact that when we were reviewing our project before turning in we discovered that a very major portion of the project had not been carried out as was intended (Updatable Priority Queue) I hadn't noticed the importance and difficulty of the task because I hadn't noticed the requirement to be able to update the queue throughout, I unfortunately found this out with less than 4 hours to the deadline. #See code for further explanation. |

Feedback about the project (comments, suggestions for improvement, etc.)

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| 1. It would be excellent to have a day or so after spring break to organize and submit in a more relaxed fashion, I found that I was the only member not traveling for spring break (Downside of being a non-standard student) |
| 2. Overall the project was rather straight forward, I found that the project that we decided on was more tempting on the surface but had some less clear requirements only after having made a significant time investment into the project. (Specifically how the transfer of book was to be thought off, I ended up using actual time measuring methods instead of translating them into a psuedo version of time for coding purposes) |
| 3. |
| 4. |
| 5. |