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11/16/2015

Homework 6 Reflection

Blackjack was a very fun project. I didn’t know much about how to play Blackjack but it is surprising how much code went into writing such a simple game. This was a challenging assignment but it was very do-able. A lot of the struggle was figuring out how to successfully prompt the user to restart the game after a loss or win. It was different for a lot of sections of the code so I couldn’t just copy and paste. Adam said that we needed functions to do this homework but I managed to finish it without functions. I had a lot of redundant code in my program because I just didn’t imagine a way to implement functions in the code.

The most fun part of the assignment was when I finished the code. I got to play around with the program trying to beat it at Blackjack. I would have done something to record my wins, losses, times I hit 21, and times the computer hit 21 but it wasn’t required. That should have been a small extra credit bonus. Instead when I finish the game just thanks me for playing.

Advice I would give to future students is to use functions, because you do write a lot of redundant code when you don’t use functions in this assignment. I am very thankful that we didn’t have to deal with using the ace card that doubles as a 1 and an 11 card. That would have made the project horrible. Possibly a good extra credit thing to do though as I’m sure we have many students who would be willing to put in the time to create that.

The hardest part of my code is probably its readability. The comments and spacing out the code helps a ton. It still looks very messy and maybe functions do help when it comes to readability because you get big chunks of code when you don’t use functions.

In conclusion, this was a good assignment that I was prepared and capable of doing. I am excited to see what our next homework assignment will be, unless this homework assignment was the last one.