9.1P: In Person Check-in 3 – Answer Sheet

1. What was the most challenging aspect of the case study tasks? Why?

    Setting up the Unit Tests at first, this remained and issue till just after 4.2, mostly because I didn't actually understand what the tests where. But I reckon I've gotten them down now judging that I don't get reports on my Unit Tests breaking that often any more hahahaha.

2. What is the most valuable thing you have learned in this unit so far?

    I think understanding how UML's work has been rather useful, as I can see it being used in my future for projects I may have to work on in the field.

    I also found how the Unit tests led us through the steps of creating each component of a game individually and showed us the OOP principles and concepts in each.

3. What are some strategies for success you can start or continue using for the remainder of the semester and in future units?

    Attempting to get ahold of more complex topics as quick as possible, as they usually can be convoluted and be a deep rabbit hole. For example I find the principle of Abstraction one such; every tutor I talk to seems to have a different idea of how it works, it seems they all are right, but are only one component of the very large topic that is Abstraction.