5.1P: In Person Check-in 2 – Answer Sheet

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

   In my opinion the most difficult aspect of the drawing tasks is the restrictions posed on us via the UML's. Generally I find UML's a bit hard to follow reliably, instead always drifting naturally to a 'procedural' way of doing Object Oriented code, which doesn't always precisely fit the courses requirements.

2. Review your answer to question 3 from check-in 1. Did you use any of the strategies you identified? How did they go?

   I have since been trying to make improvements to my understanding and fulfillment of written requirements. Which I think as of recently has been going, alright. I seem to have a few of my newer submissions are a bit better after being able to talk with my tutor (Muhammad Islam) in person, as im more of a visual learner than anything.

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

   I think talking to my tutor more in order to understand my faults will improve my abilities, because I am very bad at reading written rules, and just sort of go off of trial or error 90% of the time.