Final Project Write Up

Erin Knox

This project taught me a lot. When working on the assignments, each design pattern was on its own, and this made it easier to deal with. When combining multiple patterns together I had to think more about how to design the classes to be able handle all of the patterns. One of the things that I ran into was making it so that I did not have an explosion of classes to deal with the decorators for my dessert objects. Because I was working with six different dessert types, and each type has between four and seven kinds in, it would have been really easy for the classes to have to grow out of control. I dealt with this by working on a dessert parent class that each decoration could handle. This allowed me to keep the decorations from growing to out of control.

I think along this line of thinking I learned that it can be easy for a project to grow beyond a scope that makes sense if not planned out carefully. I could see expanding on this project to add in another shop that handles birthdays, and if I did that then things would basically double in size. Careful planning would be a big help, and would go a long way to controlling that. I also learned during this project how to write up a unit test. I have not done that before, and by using one to test my decorations, I was able to see that my cheesecakes were outputting something different than the rest of my desserts. By running this test, I was able to catch that and make the change.

I think overall this project, and this class have really help to cement some OOP principles that I knew beforehand, but had not really fully absorbed. It has helped me to better grasp inheritance and how it can be helpful in good code. This class has made me feel more confident in my code, and I actually went in and did a small refactor on a tool that I had created in my job after a few weeks in this class. I am glad that I have some code in my GitHub, and I am really glad I got a chance to take this class.