Garrett Paulson

Professor Diekhoff

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Project 2 Reflection

Felt pretty nervous going into this project, mostly because I was sick when this was announced and was completely oblivious to until it showed up on my canvas last night. Starting today, I only had basic familiarity with arrays and methods, but I basically learned as I went along, reinforcing what I had already been practicing on Zybooks. About halfway through, I got stuck on calling methods that did not return values. I had to do a bit of digging to realize that using the term ‘void’ allowed you to simply execute the block without a return value, and it was much easier after that. I’d say I feel relatively comfortable with arrays and methods now, but loops and if statements I feel very comfortable with utilizing.

As per usual, I referenced other in-class activities, though because I didn’t have any activities for arrays or methods, I relied on the Zybook examples to figure out how to translate this project. I finished this project surprisingly quick, even more so than project 1, so I didn’t end up needing any outside help like I thought I would when I got temporarily stuck as mentioned above.

Definitions

**a. final:** A modifier for a variable that turns it into a constant **b. constant:** A variable that has a value that cannot be changed **c. void:** A method that doesn’t return a value **d. method:** A block that performs specific actions when mentioned **e. method parameter** The specified type of input for a method **f. method argument** The actual value of the parameter for a method