

During this assignment there were a few insights that I gained. A simpler program can come at the cost of the user. The second is abstraction is hard and, choices that are made may not have been the right choice. The third is that abstraction has an unforeseeable depth that makes it difficult to implement perfectly.

When I was first trying to implement the rectangle class I tried to verify four points by making triangles out of the given points. This seemed great because there could be rotated rectangles. Ultimately I failed to implement this so, I made a simplistic version of rectangles that used an inputted width and height to calculate the other points of a rectangle.

The hardest part of this assignment was making a choice and hoping that it was the right choice. For this assignment the pressure of making choices was fairly easy because the project is small. In the future some projects may have tighter time constraints and, simply redoing the work that failed may not be an option. This makes planning a necessity to try and foresee such circumstance.

Overall I think I did a good job at applying concepts; however, during my meeting I found out that there were deeper levels of abstraction that I could have done. I did try to implement them but, overall I failed to fully understand why a deeper level of abstraction was needed. I was not satisfied with how I was trying to implement this deeper level so, I removed it. Object oriented seems to depend more on practicing it rather than learning the basic concepts of it.

