**CS 162P Self Evaluation for Lab 3 – Tic Tac Toe**

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| --- | --- |
| Your name:  Sandi | Date:7/11/20 |
| Are you willing to allow your code to be used in example debugging demonstrations or documentation?  x Yes  No | |

**Instructions – Part 1 (draft)**  
This document is to be turned in alongside your first draft of this lab. You will use this document to indicate your current progress through the lab, as well as areas where you are struggling conceptually or in converting concept to code. Please use the space underneath each evaluation criteria to describe any errors you are receiving or challenges you are having implementing the required functionality for your code.

**Functionality**

|  |  |  |
| --- | --- | --- |
| **Criteria** | **Draft** | **Production** |
|  | |  |
| ***Basic Expectations*** | | |
| Does the program compile and properly run? | Yes |  |
|  | | |
| Are all functions commented? Is the program itself commented? | Yes |  |
|  |  |  |
| Are constants used where appropriate? | Yes |  |
|  | | |
| ***Functions*** | | |
| Are all required functions implemented? | Yes |  |
|  | | |
| Do all functions properly return values of the appropriate type? (bool, list…) | Yes |  |
|  | | |
| Are user inputs properly validated? | Yes |  |
|  | | |
| Is the game board array properly passed into and out of functions when required? | Yes |  |
|  | | |
| Does the display function properly display the board? | Yes |  |
|  | | |
| Does the get move function check for an empty space before accepting an input? | Yes |  |
|  | | |
| Does the check win properly check for all eight possibilities? | Yes |  |
|  | | |
| Does the check draw properly check for no more moves? | Yes |  |
|  | | |
| Does the program offer users the opportunity to play again? | Yes |  |
|  | | |

**Instructions – Part 2 (final)**  
Update the preceding table to reflect the current state of your lab assignment. If you reported errors in your initial draft that you have since fixed, please replace the information describing your errors with a brief summary of how you solved those errors. Please also indicate any areas that you feel you are still struggling in.

Please answer the following questions, in your own words, regarding your experiences throughout this lab.

**Experiential Review**

|  |  |
| --- | --- |
| **What aspects of this lab did you find most challenging?** | |
| ***Writing in python was a bit of a slow pick up. I would write an algorithm but not the code and so I had to watch videos and read…go think ha. Another challenge is thinking about how to wright my while statements because in other languages I often think do while a good bit.*** |  |
| **What concept from this lab do you feel you have the best grasp on now?** | |
| ***But the theories of a list and parameters are things I’m grasping more to make my algorithm process easier.*** | |
| **Please summarize the basic information on what lists are and how you can use them:** | |
| I think I really understand the terminology mutable and how we can edit lists. I feel like in coding I would probably use a lot of lists instead of arrays for the ability to add and remove and sort. Covid and playing Animal Crossing really help me think about Data Structures in a different way. There are a lot of codes I’ve wrote in class but can reflect on the type of structures they use. I’m pretty sure the map in Anmica Crossing is an array or list, and their tools to add and remove a list. So seeing examples happen makes the theory of Data structures make more sense. | |