

SIT320 — Advanced Algorithms

Pass Task 2: Design Principles

About this Task and its related Module

At the completion of the module (**Module 2: Design Principles**), you are required to fill a lesson review to tell us what you learnt and how you learnt it.

Your tutor will then review your submission and will give you feedback. If your submission is incomplete they will ask you to include missing parts. They can also ask follow-up questions, either to clarify something, or to double check your understanding of certain concepts.

Submission Deadline: 24 July 2022

Discussion Deadline 29 July 2022

Task Description

Please provide an overview of what you learned in the module. More specifically, you need to address:

Summarizing the content:

1. Summarise the main points in this module. You may include references to the learning objectives.
2. How is this useful?
3. How do you plan to use this information?
4. Provide summary of your reading list — external resources, websites, book chapters, code libraries, etc.

Reflecting on the content:

1. What is the most important thing you learnt in this module?
2. How does this relate to what you already know?
3. Reflect on the code that was given to you in the lab. You can take the screen shot of your python code and add image or just provide the code as text in your report. A good reflection includes:
 - 3.1. Modification of the code
 - 3.2. Coming-up with new use-cases as well as test-cases
 - 3.3. Finding limitation of the code
 - 3.4. Providing succinct summary of the operations, etc.
 - 3.5. Make sure you high-light changes that you made in the given code.

Evidence of Learning

Submit a solution to all the activities that you did as part of this module.

1. For general questions, just provide the answer after stating the question first.
2. For code reflection questions, you can present the code first and then comment.
3. For programming questions, you can present your solution as part of your documentation. But you are also expected to provide a python/C# version of the code, so your tutor can run the program.