Principles of Software: Homework #4 Reflection

Due on March 26 2021

Prof. Valera

Jared Gridley

Problem 1

The main time waster for me was overthinking the problem. I would start writing out basically the code for my implementation and then when I changed something I would go through it all again on paper. It would have been better if I had just started writing code after jotting down a basic outline, and then keeping in mind that if I find that another implementation was better then I should change my code to fit that. I did start doing this once I started writing code but there was a lot of initial time wasted.

Problem 2

In general, on this homework I think that the TAs did a good job preparing us for it, no complaints.

Problem 3

Overall, I felt very prepared for this assignment. Mostly because earlier this week in Intro to Algorithms we implemented a Binary Heap for breadth first search algorithms so the concepts and ideas for graph implementations were fresh in my mind.

Jared Gridley   Principles of Software (Prof. Valera): Homework #4 Reflection

2