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CS320

Reflecting on the work I've done in these projects is a valuable skill because it helps cement what I've learned and can provide helpful context when I use my portfolio in the future. To do this, I will update the README file in my repository to include my answers to the following questions. I can either include the questions and write a few sentences in response to each one, or I can write a paragraph or two that weaves together all my answers.

**How can I ensure that my code, program, or software is functional and secure?**

To make sure my code is both functional and secure, I start by writing clear and organized code. I test my code regularly using different test cases to catch any bugs or errors early on. Additionally, I follow best practices for security, like validating user inputs and using encryption when handling sensitive data. Reviewing my code and having others look over it also helps catch any mistakes I might have missed.

**How do I interpret user needs and incorporate them into a program?**

Interpreting user needs starts with good communication. I make sure to ask questions and listen carefully to understand what the users really want. Once I know their needs, I use that information to guide how I design and build the program. I try to put myself in the user's shoes to create features and functions that make the program easy to use and helpful for them.

**How do I approach designing software?**

When I design software, I start by planning out what the program needs to do. I break the project down into smaller tasks, so it's easier to manage. I think about the best ways to organize the code and what technologies or tools will work best. I also make sure to keep the user experience in mind, so the final product is both functional and user-friendly. Throughout the design process, I stay flexible and open to making changes if needed.