I continued learning a lot about inheritance, interfaces, and objects. I also feel much more comfortable with keywords like static, void, final, public, private, protected, etc. Additionally, I learned that you could modify java methods to accept any object, which I did not know you could do. Furthermore, I can now use instanceof and typecast to change the object to something more specific after the method is called, and run the method differently based off the object type.

The most challenging parts of the assignment were objectives 2.1 and 2.2. I don’t think I did this part right, but I don’t understand what I’m being asked to do here. Google tells me that you cannot override a constructor, so I don’t know how one object would take two objects in its constructor, while the others would take only one, unless you used a default constructor. However, even using a default constructor, how would you then define the stone and wood block types without creating additional methods? I also don’t understand what you mean by HouseBlock.weight – is this the number of wood and stone blocks required to create a house block? Or the individual weight of the house block, that would be expanded upon in a theoretical additional implementation of this program?

One example of how this design allows for future growth is keeping all the constants in one file. This way, if the programmer wanted to update how the program ran at a later date (for example, a house block requiring only 5 stone blocks and 3 wood blocks), they could simple update one value instead of tracking down each individual variable throughout the entire folder.