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When I first looked at the assignment, I had the feeling it was going to be very fun and interesting, but also very hard. While doing the basic tasks, I felt pretty comfortable. Especially with the negate effects and remove effects. I needed a little bit of extra help with the high contrast, grayscale, and random noise as would be expected. I needed extra help on the advanced tasks and only got 3 of them done. I think in general I have trouble with debugging the code one by one in my head. I think it would be a good idea to review nested for loops and vectors. One thing I would prefer would be to spend more time in lab and in class talking about most of the subjects that are used for this assignment. Especially since it’s the first programming assignment of the semester. But overall, this assignment is a good preface to the rest of the semester in terms of how much effort really goes into the assignments and coding in general. I now have a better understanding on how to prepare myself for assignments like these. For me, working in groups helped a lot. Having an extra set of eyes debug your code is very useful because while you’re working alone, you’re so invested in little segments of the program that you often overlook the rest of it. The assignment has also opened me up to using lightweight text editors for writing C++. It’s just easier for me to do so when the starter code is on github. Before this, I used Xcode. But it’s really confusing when you try to import the code into Xcode. There’s probably an easy way to do that through git, but I don’t know how yet. So for now, this works. I think this way is better because it’s more straight forward and you get a better idea on how compiling works. Because on an IDE, you don’t have to type “c++ main.cpp -o main”. It’s more bare bones that way. Overall, this assignment has expanded my understanding of image manipulation and how it’s associated with RGB numeric values.