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Assignment 3

As my reviewer analyzed my boggle solver code, they provided both compliments and improvements as part of their constructive criticism. One of those comments being the use of the hash data structure. This approach was introduced to my code after hours of studying and reviewing the lecture videos.

Another complement provided by my reviewer was the level of readability. He stated that the way in which the code is formatted and commented made it much easier to analyze the code. Variable names were also related to their purpose, making this possible for the reader to follow along. This is appreciated through the human perspective as it is easy for humans to read, and when inserted into the recommended program “Prettier” , not many changes were made to the code, meaning that it was easy for the computer to read as well. While this is great feedback, there was a conflict with using ESLint in regards to analyzing the readability of the code. Improvements must be made in the future in order to successfully run the code through this program and achieve prime readability.

On the other hand, when it comes to issues the reviewer found, all of them were taken into consideration and attempted to be corrected. The criticism with the handling of Qu and St was the most intriguing as there are words that contain S with no T. While I attempted to rewrite code, it was brought to my attention that one of the initial rules in the boggle solver project is

that there were no single S or Q tiles. Even though this adjustment could have made the game more interesting, this ultimately was not corrected since it was a rule that was implemented beforehand. I did appreciate the challenge my reviewer brought forth to the table in his analysis though. Not only did he highlight a problem, but he also highlighted the area in the code which could have been rewritten had we been allowed sing;e S or Q tiles.

Another area of improvement that my reviewer provided was getting the boggle solver to work with grids that do not have the same length and width. For example, grids that are 3 x 2, or 5 x 3. I was under the impression that the grids were valid if they had the same length and width, therefore, I had only tested with 3 x 3 or 4 x 4 grids. Once a 3 x 2 grid was run in my boggle solver testing program, it became clear that this was an issue. The reviewer provided a unique perspective that I think would enhance the boggle solver code, however, I was not able to identify where in the code I could make that adjustment.

All in all, the reviewer provided great feedback and was very engaged in the process of my code. A different perspective is truly helpful in the enhancement process, and I do look forward to building upon the foundation, regardless of if grids are allowed to be 3 x 2 or single S tiles can be used. The challenge excites me. The feedback the reviewer gave was appropriate, direct, and even attempted to provide the exact areas of the code where the issue was spotted. The constructive criticism was greatly appreciated.