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Module G

Python Practical: Play Five Card Draw Write Up

Due Date: 27 July 2022

Project Summary:

This three practical was to create a simple game of five card draw using methods we've learned throughout our Python class. Given instructions and starter code, we were supposed to build a functional program that: had 2-5 players, had three rounds, and displayed a winner based on the highest remaining hand.

Challenges:

- 1. Design. This was our first larger project that required some planning prior to hard coding. I understood the assignment, but I ran into many obstacles trying to work with the starter code, code from lesson 9, and the way I thought about it. Once I relaxed and wrote out my plan, things seemed to run a bit smoother. I still need a lot of work with coding structure and efficiency moving forward.
- 2. Experience. I have only been programming for maybe a month, so structure and efficiency are tough for me to get right. In lesson 9, there was a while loop provided that needed some tailoring in order for it to work for this program. I tried my best, but I needed to break out and create follow on sections of code for the remaining rounds.
- 3. Working with functions and manipulating named tuples. I had no experience working with named tuples, but this project really helped me understand their purpose and how to manipulate the data. There were several other new concepts I worked on and am happy I did, such as the walrus operator and using a while loop with nested loops within it. The time constraint really made me worry about having the program functional rather than efficient.

Successes:

- 1. I would say my Git proficiency is growing. I am not perfect, but I am understanding it's purpose and how to properly utilize Git for documentation and project continuity.
- 2. Checking PEP8 compliance. I am able to code and make less PEP8 mistakes which saves me time reformatting at the end. Understanding PEP8 is important to me so I know how to code more efficiently in the future.
- 3. Output design. I believe I am able to make my output visually appealing which really helps me understand where I am supposed to be looking during testing and makes the output more pleasant for others to see.

Lessons Learned:

- 1. Time constraints really were a stress factor for me on this project. After reading the instructions, I didn't immediately have a solid plan and that really messed with my confidence. I need to learn to trust my abilities and start slow on the project. Completing small sections and testing. Rather that trying to finish the project as soon as possible.
- 2. Referencing starter code or code from previous lessons can help and hurt my thought and design process. I saw that lesson 9 had a somewhat functional way of completing something similar to what I needed, but used foreign concepts to me. Instead of trying to figure them out, I ran with it and really wasted time. I ended up learning what the code was doing and was able to use those concepts elsewhere to finish the project.