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- What was easy about this assignment?

The easiest part of this assignment was to generalize the sheep language recognizer to a different language. The only changes for this part were in the text files, where we created a new transition table, alphabet, and set up the states. After working with the sheep language in D1, D2, and D3, it felt considerably easier to swap out the language.

- What was challenging about this assignment or parts that you couldn't get working correctly?

A challenging part of this assignment was getting the correct logic and code for D3. At first, we had to skip over this part of the assignment since we could not figure out how to create a machine that could recognize a match even if there were extra characters before or after the desired phrase.

- What did you like about this assignment?

We liked the overall topic of the assignment. It was interesting to implement the pseudocode and turn it into an FSA. It was helpful to have the project split up into multiple deliverables that built off each other.

- What did you dislike about this assignment?

One thing that we disliked was the format restrictions for the transition table. It seemed more logical to implement the transition table as integer values instead of strings. We had to redo a piece of our code after learning that the transition table must follow exact specifications.

- How did your team function? Include details regarding what each team member contributed, how the team communicated with each other, and how team software development & design was accomplished.

Our team decided to approach the assignment by meeting and working together on the code rather than splitting the deliverables. We met in person for our first meeting and established the outline of the project. We met twice after that on zoom to implement the project deliverables. Every team member was present at each meeting. The code was shared through Visual Studio code live share so that each team member could edit and view the document simultaneously. For the most part, Michael and Lana typed out the python code to avoid having everyone typing simultaneously. Rebecca worked on creating the txt files and the D5 deliverable. Lana wrote the readme and code documentation. Joseph contributed to debugging the code and helped develop the D4 deliverable with Michael. Michael also checked the readme, the D5 deliverable, and the code documentation. Each team member contributed various creative ideas on implementing functions and other parts of the project. The team worked extremely well together. We were able to bounce ideas off of each other and use each members' strengths to advance, elevate and test the final product.

- What did you learn from this assignment?

  One thing we learned from this assignment was that it could be very tedious to map out a transition table with every state and its next state. If there is a mistake in one part of the transition table, the FSA will not recognize the correct language, and depending on the alphabet size, fixing a transition table error can be very tedious.