REFLECTION

The project implementation went very well as once the design was roughed out and the general idea was in my head, the rest came easy to implement, especially user and librarian registrations.

The project at first was complicated as it was hard to refresh on pointers and casting but once I had a good enough understanding everything went well. Testing was also complicated as I was not able to deal with some of the bugs so I had to comment out entire sections of code. The same can be said for design but it was overcome later. The hardest part was interfacing the different C files especially with pointers as it left a lot of room for error and mistakes. I was not able to figure out how to do the call graph and I feel this would have been a big help in the interfacing.