# JCU_Logo_RGBCP1401/CP5639 Assignment 2 – Developer’s Journal

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Assignment 1 Reflections and Lessons

The first assignment was pretty tough and sharpened my problem-solving skills. Getting into the mindset of programming was not easy from the beginning but eventually I developed the knack for it. Reflecting, there’s a lot I don’t immediately know to work on because it’s difficult to highlight your shortcomings if you don’t know what they are in the first place.

Work Entries

**20/04/2024, 11:30am – 12:00am**

**Work**: First walked through the problem description, figured out key parts of the of the application.

**Challenges**: Analysing the problem proved quite challenging. I couldn’t immediately figure out how to implement the betting algorithm

**20/04/2024, 2:00pm – 3:00pm**

**Work**: Wrote and completed pseudocode for the main and play functions

**Challenges**: Difficulty was separating which variables belongs to the main function and which belongs to the play function since there are no global variables.

**21/04/2024, 9:00am – 12:00pm**

**Work**: Partially wrote the main function and completely implemented the play function.

**Challenges**: There was no much difficulty in this. After taking time to think about how to randomize the betting algorithm the only difficulty was where to place the necessary variables since there should be no global variables.

**21/04/2024, 1:00pm – 2:30pm**

**Work**: Completely wrote the main function including the utility functions I used to handle the other options.

**Challenges**: Same challenge of arranging variable in other to not have global variables.

**21/04/2024, 4:00pm – 6:00pm**

**Work**: Tested the application properly.

**Challenges**: Kept going back and fixing bugs in the code. Looping constructs were out of order, program flow wasn’t working as expected. Had to figure out which loops came before or after.

Summary

Problem solving first and foremost is about how well you understand a problem. You have to make sure you have all the necessary information about the problem before attempting to solve it. Secondly thinking about a problem, breaking it down into steps and coming up with a solution to each step is the next important step. Sometimes however, you have to go back to problems you’ve solved already solved to take a different approach because the current approach does not help other solutions later that are dependent on it. For example, changing where to place a variable in a code and passing a value as argument to a function rather than referencing the value directly from the function.

It is both an incremental process and a recursive process. Programming is a top tier problem solving skill. Writing code and figuring out how to approach and solve a problem is how far one can get to honing their problem-solving skills. For me repeatedly solving similar problems and applying a solution in one domain to a solution in another domain really improved how I thought about things. Things that are usually glossed over are given more attention now, attention to detail slowly became second nature.

All in all for me in this project the things that proved the most difficult are the least expected. I payed attention to important things such as error checking, program logic etc. But the things that always got me was things such as the order of looping constructs. But it was a fun project.