I learned a few things from assignment 3. I learned how important it is to using debugging in order to work out problems. I had a lot of problems initially with the overlaps method. By debugging, I was able to figure out the problem was the way I had programmed it. At first, I tried to recreate all four points the rectangle and checked if they were all in the first rectangle, but that didn’t seem to work too well. Therefore, I tried changed up the strategy and only used two points, a lower left point, and a upper right point. This made it easier to figure out of the rectangles were overlapping.

Also, I had some problems with adding properties. It had to do with a problem where I checked if the counter was less than or equal to four, (meaning that I could only add four properties). I fixed this by removing the equal sign. I also learned that it is very important to check all tests. In my first attempt to run the PlotTest, the majority of the rectangles would pass the overlap test, except for about 3. This caused me to change my entire algorithm altogether.

I also realized halfway through writing this that I had hardcoded a fixed number in the ManagementCompany.java files. It has to do with the counter above. My mistake was that I was assuming the whole time that the management company will always have a max of five properties allowed. However, it is possible that someone may need to change that, so I changed the counter is less than four to the counter is less than the max amount of properties minus one, making it so that in the case where companies are allowed more properties, you can add up to the max amount, not just 5 properties.