Critical Analysis

The positives aspects of my submission was that I found It overall rather simple and I understand graphs rather well from the recorded videos and the webinars that were on Graphs, I found the count methods for the nodes and edges overall easy to implement, the methodology behind how I did this was initialise private integers called countNode for the amount of nodes and countEdge for the amount of edges and I placed in the AddNode method countNode++ and for the AddEdge method I added countEdge++ so every time the AddNode is called it will add one to the countNode integer when it is able to add a node so it will count the amount that is in the graph and the same implementation for the countEdge integer I then added a public method called NumNodesGraph which returns the countNode integer and the same for the NumEdgesGraph but with the countEdge integer. I then placed this into my Form1.cs tin the CountButton button, made it display within a separate message box for each and used ToString to make the methods into a string since the count integers and functions are integers. I was also able to reuse code that was shown in the lectures which helped me in completing this submission.

The negative aspects from my submission was that I found the conversion from string to char quite difficult for the direct edge and inserting a node into a graph I had to figure this out. I ended up looking up how to do it and found the method of Char.Parse that I tested out to gain the right implementation of it and I figured out how to use it after testing out how to use it.

Some key difficulties I found was integrate the functions to operate in a GUI especially with the conversion of a string to a char which took a long time to figure out and some more time after I found out about the Char.Parse method.

Some things that can be improved in my submission is the Form1.cs clarity as I accidentally double clicked on some of the textboxes which initialised them in the Form1.cs and if I remove them the Form1.cs will not work correct as it will be searching for that method I removed. To improve this, I’ll have to be more careful in the future not to initialise aspects in the Form1.cs [Design] that I do not want to initialise to help make the code clearer.