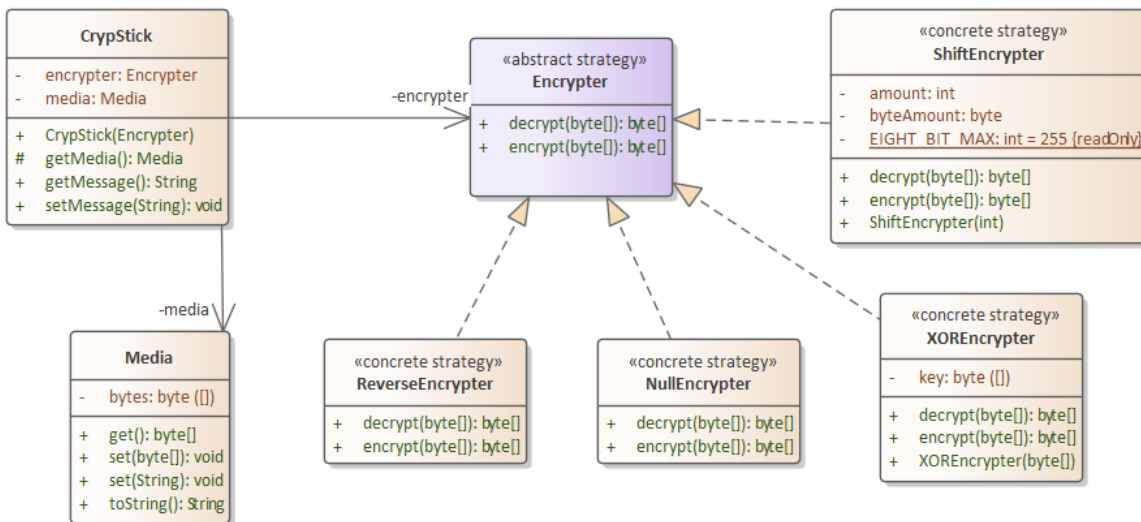Lab 2: CrypStick
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Introduction:

In this lab the purpose was to write a program for a hypothetical "CrypStick" which is essentially a thumb drive that encrypts the information stored on the device. Due to the fact that the CrypStick can implement various different encryption methods we were charged with the task of implementing the strategy pattern into our program.

UML Class Diagram:

What I liked:

I enjoyed that this lab involved encryption. I really enjoyed the section on encryption in Network Protocols and as such I was excited to implement encryption methods using the strategy pattern. I also enjoyed that the Main class was already written for us. The reason for this is I feel I was able to spend more time focusing on the implementation of the strategy pattern instead of spending time writing and debugging code that wasn't part of the main learning objectives.

What could be improved:

I really enjoyed this lab and the overall design of it. However, the one area I would like to see improved is uploading submission instructions with the lab. This is because I finished the lab very early and I would have liked to have been able to submit it instead of waiting several days and then coming back to it.