My major take-ways from this project are the following:

* **Static Modifiers**

I learnt through experience and compilation errors that a static method can not be accessed from a non-static method, and a non-static method or class can not be accessed from a static method or class. This project was my first time using a static class, as I didn't know the modifier could be used with a sub-class.

I also learnt that a variable or data structure defined outside a method could only be accessed when a static modifier is used.

* **Scope and persistence of a variable**

I truly understand now that Java is genuinely an object-oriented program. In my project, I made the mistake of nesting an Array List object in another object without making a deep copy. What happened was that instead of creating a deep copy of that object, I was only working with its reference; hence any changes made to the original were also made to the copy.

* **Return types**

I was cautious with the use of return types, as the primary design process for my project paid optimum attention to my return types and method parameters. In my Haversine Class, I tried overloading a constructor, but it didn't work. I had to rename the second method, even though they were similar. At the end of the day my Haversine method didn’t seem to be computing properly, so I settled with number of stops for optimilality.

* **Modularity & Space as a Character.**

I split my code into different classes and realized it was much cleaner and easier to read. I also discovered that space is a valid character type in Java. Spaces were not read as empty or null in the CSV file.

* **Fairness and business optimality**

I used a depth-first search to ensure that different airlines appeared in the search process, not just one airline.