

## 1D Project Reflection

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B. Describe one or more new insights that you have gained as a result of working on this project. This could be related to programming concepts, matters related to groupwork or to your own personal practices.

Working on this project, I realized that even a simple concept or game(ours used dictionaries, random, lists) is not easy to implement and connect when there are several connected functions or features. I now comprehend the importance of writing organized as well as efficient code, as it makes debugging far easier and I also learnt debugging techniques such as unit testing(small part of code tested separately) and using print statements, etc. Writing efficient code also makes it easier to correct an error that may have been repeated more times in efficient code.

I perceive the importance of coordination in a group coding project, as leaving everyone to do their own part on their own can result in countless errors and difficulties when combining code together. One must also remember to help his teammates if they are stuck, as I noticed some of my groupmates are weaker than others(and we must also allocate more manageable tasks for them.)

This project solidified my knowledge of dictionaries and loops, and I see that long projects make you more thorough in a subject compared to a short coding problem. I wanted to create a GUI for our game, but we started slightly late and we were unable to complete the backend with spare time for frontend. However, reading about implementing simple GUI also opened my eyes to how frontend and backend are connected, and I am intrigued to learn more.

Overall, I believe it was a good first project that helped me comprehend the discipline and patience required for a coding project.