Maina Aoita's Commentary

What is the computational complexity of the methods in the implementation?

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Your thoughts on the use of linked lists for implementing a line editor. What are the advantages and disadvantages?

I think its disadvantageous to make a completely new algorithm for different instances like special cases for the head, and for the tail when deleting a node, inserting, etc. Also, having to iterate through the nodes and keeping track of it. Maybe that was standard, but it was painful to keep track and keep in mind where the pointers were located. I didn't really see any advantages to implementing the editor.

What did you learn from this assignment and what would you do differently if you had to start over?

I finally understood what linked list does and how to link between each node. I did an assignment in programming 2 but I still didn't understand how it worked. It seemed mostly like magic to me. If I had to start over, I would take the already built code and find more efficient ways for algorithms I made for each function. My code complexity was very high, and I already knew that my way of implementing some instructions were not efficient.