FINAL REFLECTION

- What went well.

I feel like most of the project went well, just kinda slow from where I had to learn a couple new technologies. The project isn’t exactly where I’d like it to be, but it is in a functioning state with room to expand.

- Challenges faced and how they were overcome.

The entire portion of configuring and routing the html paths and logic was probably the hardest part. Learning how to reconfigure the default folder static files were served out of and how to set the application to listen on a public port so other devices could access it were probably the two most difficult tasks. It took repeated trial and error sessions over a couple hours of reviewing documentation and discussion boards to finally figure out what needed to be done to make the connection.

- Lessons learned.

C# is not much different from Java at all. I had a very easy time utilizing the MVC architecture I learned in java and applying it here in C#. I learned that CSHTML files are quite useful and require less code to result in the same output, being able to utilize loops and other coding tactics in html is a game changer. I also relearned that coding just about anything past a basic app is a lot of work and takes a good bit of time and thought to construct.

- Future improvements (whether you intend to do them or not).

I want to make an authenticated user system where you have to be a registered user to view snippets, restrict views based on account, and implement a admin user type that can create new snippets from the webinterface/api.

- Discuss any design changes, what they were, why they occurred, the

details, etc

I had originally planned for the above improvements to be included in the final release but was unable to make that happen. Other than that, the project went smoothy and did not veer from the original design.