Critical Reflection : Week 4 : Task B

My biggest take away from this week was this task. I decided that I wanted to use the List class we developed earlier but in-order to solve an issue I had with comparing data I researched Interfaces and understood exactly how they work and in doing so I also implemented a custom Interface to cater to my greedy algorithm needs in the Task. I wanted to have all the front sections of my code be neat and readable. Since the *CompareTo() function* was already in use to compare 2 finish times. I simply made an Interface that would compare a finish time to a start time. I then extended my list class by inheriting to a child where *T* implemented my new Interface and Icomparable. Here is where I implemented the greedy algorithm using my interface. I was proud of my ability to implement a custom interface. Although this might not be the traditional approach it definitely solidified my understanding of Interfaces and see how versatile they can be in Generic class development.

Over the vacation I'd solved a lot of problems from ProjectEuler - albeit not in C#, they helped me understand the importance of finding a greedy algorithm that caters to your needs rather than brute forcing it.

In this task, Since the coding was a lot simpler - I experimented a lot more with the front end development to allow for better functionality and data validation. I was quite happy with the end result.