

Critical Reflection : Week 6 : Task B

This task was a little bit more challenging - but the reference links to the documentation made that a lot easier as well. Here again I turned to a pen and paper and visualised how the code (*ref. Image*) is meant to work, which I then translated to pseudocode and then the function worked perfectly. I have to say that over the vacation I solved a lot of problems on *Project Euler*. Although not in C++, having solved that many problems that had me implement string manipulation to solve a multitude of challenges really helped me to arrive at a solution that works quite easily.

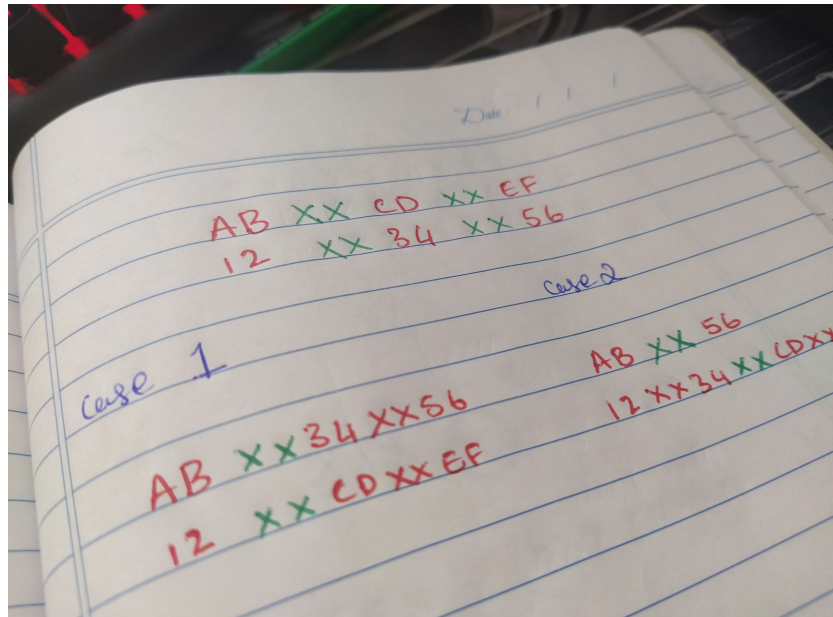


Image Ref- Manual Task Visualisation

Since this was the last task I just wanted to reflect over some general takeaways from this course. The ability to effectively use a debugger to debug or even understand code, a fundamental understanding of forming pseudocode from a concept and implementing the same and invaluable development experience in the C# and C++ environment.

Over the past weeks I've experienced my improvement and prowess in this module and programming using C# which is an invaluable language in my course of Computer Games Development.

I will end by saying that I thoroughly enjoyed this module. Just like with programming last year, I feel like the course stayed true to its core of being a Subject about Data Structures and Algorithms that implemented those concepts in C# rather than being a C# course. I personally loved the emphasis on pseudocode and conceptual understanding. This module gave the information and confidence to be able to use this knowledge irrespective of the language.