This project was a big learning curve for me in a couple of ways. First of all I had felt like I knew what we had learned this semester but I didn’t think I had a great hold on what we had learned doing this project proved to me I knew what I was doing. Most of the time when we were coding everyone was there helping with the code. I wrote most of the class functions and allocating the objects. Working with a group this semester was much different for then it was last semester because I had two other people in my group unlike last semester when I had only one other person. I think this add a helpful challenge to coding because you have three different types of coding styles to work with. This isn’t a bad thing but it can prove to be difficult at some point. I know it is a valuable lesson to learn how to code with other people and I really enjoyed adding on to this skill this semester. Doing this projected really help me have more confidence in my coding ability. When doing homework problems sometimes it is hard for me to understand what they want me to do so it makes me think I don’t really know how to do that particular part of coding. However, doing this project proved to me that I know how to do most of the skills we needed to learn this semester. Overall this project was great for me because it really helped teach me how to take a problem I helped create and learn how to put it to code. It gave me a chance to see what I could do without having to solve a problem someone else created that is supposed to have a certain outcome. When you are creating a whole problem from scratch you get to decided what the outcome should be and I think that has really helped me to see what coding truly is.

The parts of the code I wrote were a lot of the class functions and finding out how to create an “x” amount of objects. The second one was a challenge to the whole group. None of us were really sure how to promote the user to see how many object needed to be created, we only knew how to manually create objects. After testing out many ideas, I found that if you create an object that is a pointer that points to an object that is an array you can put those into a “for loop” and you can ask the user how many objects they want. This took a while to figure out but once I did it seemed obvious. Doing this project was very beneficial to me understanding the material this semester.