Self Evaluation

To start my self-evaluation I worked through all the problems and successes and difficulties I went through with doing all the code and setup, in this document I will evaluate myself critically and without bias(to a possible extent).

First of all noted that my Coding for controls, what I mean by this is that when using drag and drop and using code for the controls I tend to write code here and there in bits and pieces when I get ideas. This is a problem because in the long term I tend to forget what I was working on and this results in some of my code is a copy of another control and extra debugging takes place. For example while writing the code on the controls in assignment 3 there were a few textboxes that worked the same roughly and a method could have been used, instead I went from event to event using the same code over and not realising I could have made a method because I was to focused on getting all the controls working at the same time.

Usability of the assignments are questionable, while because I designed it I know exactly how to use it all and know exactly what to do and what will break it outside users do not, but testing was done for the usability and mostly the usability was good enough. Most points were I am lacking in this is my exceptions. While I think the design and flow of the gui’s are good users may find themselves making errors that cannot be fixed, so in other words my programs have low safety. But the further along I went the better I learnt to catch exceptions and by assignment 3 my code was better in terms of exceptions.

During assignment 1 I found myself extremely worried due to the parent child classes which I didn’t understand fully. After a lot of messing around and research I finally figured out how the parent child relation is properly implemented and I got used to the code needed to do the classes. During this time I also discovered how useful breakpoints can be during debugging, eg while preparing my assignment I was filling out the user details into an array list but there were no values entering it, so I used a breakpoint and went through step by step to find that I had an error in my object creation, without breakpoints I may have never looked at that piece of code because I assumed it was correct and there were no syntax errors.

I struggled a lot with database linking. I was not used to the code but familiar with the wizard, at first my only problem was to figure out the code needed to do the database linking because I could not use the wizard due to the assignment restrictions. After abit of reading I figured it out but I had no idea how to get the databases connection string, so I used the wizard and fount that I could locate it there and copy it over. After a while of coding the assignment the database opening reading and writing became easy and very familiar.

One of my biggest issues at the beginning of the year was time management, I didn’t manage my time for my first assignment very well and ended up at a dead end a week before due date so the program suffered by me rushing through. By the time the second assignment came I was much better prepared in terms of my time management, and I did class diagrams and pseudo code for the events. I found that by having an outline of my program in front of me that had no actual code but had direction and order made coding the project much easier and less confusing . having a guideline is always on my priority list since then because I now know how much help it can be.