Andrew Derringer
CS 161: Intro to Computer Science 1
Assignment 7 Group 29 Comparison

Domenic Hanson

Their Code Better:
Variables names were much more descriptive across all files. This was especially evident in the stdDev file where I would use sum and they would use sumOfAges. I also used a single character as a variable name at one point, which is not only frowned upon but I very good example of poor variable detail. Some of their descriptions also detailed the purpose of code snippets better than mine.

My Code Better:
While my variable names were less descriptive, I felt that Domenic used an excessive number of variables as place holders compared to me. For findMedian we see variables for medianHighLoc, medianLowLoc, and medianLocation used in instances when mean could simply be initialized to a value using appropriate operators and array indexing. It happens again in stdDev when deviation, sumDeviation, and sumDeviationsSquared could be replaced with a variable summation that += the deviation squared for each iteration. #include statements were also reused for all files that applied the Person.hpp header.

Keenon Hunsaker

Their Code Better:
Again I found their variable names more descriptive and easier to follow. I also liked their format for comments and intend to follow some element of that style in the future.

My Code Better:
I was happy with my code in this assignment and I consider Keenon's very similar and easy for me to follow. The only exception is vague use of variables in the stdDev file. I used sum followed by mean, summation, and then standDev. When sum was the purpose of the for loop, sum was operated on. Though mean requires sum to be calculated, they have distinct purposes in the operations of this function and their names should not be used interchangeably. Keenon used sumOfAges as not only the sum but also the mean, which made their operations harder to follow. This was repeated when sandDev was used before it was calculation as a variable name for the summation before division by the population or the square root.

Adam Wheeler

Their Code Better:
Again cleaner variable names and comments made in a format that I like better than mine. I also think his operations are the most logical and concise.

My Code Better:
Since learning C++ I found that I appreciate all the variables being specified before their use. I especially prefer that most variables be specified at the very top of the function as almost a pseudocode summary of the work this function will do. Adam's code slid variable initializations in throughout the function that I find harder to follow.