Self reflection Assignment 2

Backward: What process did you go through to produce this result?

Throughout this project, I spend a lot of time trying to understand the tasks I needed to do, and brainstorming different ways of implementing solutions. I also needed to figure out how to use pyperf to benchmark the different algorithms I had and come up with KPI’s to determine which algorithm completed the bin-packing problem in the best way.

I asked for a lot of clarification about what tools I had access to in order to solve a problem, which I felt really helped in my ability to product good code, since a lot of this project was about using the code given to me and extending it to complete the tasks we were given. This applies to using external libraries like pyperf and binpacking, to the template given for us to add our own code in. By taking the time to understand all these components, I was able to efficiently integrate my solutions to produce readable code.

Inward: What were your standards for this piece of work? Did you meet you standards?

A lot of my standards are influenced from by setbacks from my previous assignments. I wasted a lot of time when completing previous projects because I attempted to come up with solutions to problems without understanding the resources I had, and what the problem even was. My expectations coming into this assignment were to not repeat those mistakes and hopefully produce an end product that is simple, readable, and effective at completing its purpose. In the end, I inevitably fell into the same problems as before, but I was able to catch myself before I wasted too much time. This small show of improvement made me feel as if I took a step closer in being a better software programmer, and I feel that my standards were met as a result.

Outward: What is the one thing you particularly want people to notice when they look at your work

To be honest, I don’t think the actual product of my work is impressive all that much. But, since good software can be characterized by good readability, I hope that others feel as if my work is readable and easy to follow. I have tried to limit the total lines of code, and build clarity into my product through descriptive function names, variables, etc, in hopes that anyone can read it and quickly grasp what each process should be doing. A good indicator of this would be if someone can look at the code, and quickly explain not only what the process is doing, but how its doing it.

Forward: what lessons will you keep from this reading/lecture in your professional practice?

One thing that really struck me during this lab was the use of abstract classes and how they were used to differentiate between different readers and algorithms. These were given as a template to begin the project, but I was surprised with how they were used so frequently throughout the project. I think this implementation really helped organize what each algorithm and reader needed to accomplish, which cut back on a lot of debugging and time waste. I think for my own professional practice, I would use abstract classes to define what a class should do, so that I can keep my code organized and understandable, especially at times where I forget what each class should be doing.