# Unit 6 Reflection

Date: May 31, 2017

To: Mr. Peck

From: Alanna

Subject: Boggle Project Reflection

**Accomplishments.** {Describe the role you played on the project team and what you specifically contributed and accomplished.}

I was able to finish the GoodWordOnBoardFinder class that identifies words on a board. I also wrote part of the testing and I added more to the GUI. I helped the team overcome obstacles in using git as well, and was a source of help for each of the other team members respective tasks.

**Learning Experience**. {Describe what you consider the most valuable learning experiences of the project.}

I think that the most valuable part that I learned in this project is working with existing code. It’s a good real world experience as it takes more to understand code that someone else wrote than start from scratch. Because of this, I brushed up on object oriented programming and GUI in Java.

**Objectives**. {Evaluate your performance. Describe how your performance aligns with each of the performance objectives. Give supporting details and examples to justify your grade.}

* Challenge {To what degree of difficulty did you challenge yourself?}
  + I think that I challenged myself in terms of understanding the code to its entirety, and not just the part that I needed to work on. This became crucial to me because Boggle was a game already created by Duke University and all the components were so intricately woven together that I absolutely could not overlook or not understand any part of the code. Instead of asking for help, I challenged myself by understanding the code step by step and consulting Oracle documentation and rereading what we learned in class about Object Oriented programming.
* Effort {How hard did you work?}
  + Because this project was already partly outlined, the code that we had to write was not that much, but it was challenging. As a result, I worked hard on getting the word finding class to work, although it may not seem like I had many lines of code.
* Quality {How well did you do your work?}
  + I had tested my class with existing Junit tests from part of the project, and in addition, I had tested my code along the way. I not only made sure that my tests passed those Junit Tests, but also added some more tests to ensure that my code was of good quality. I also tested the GUI multiple times to check if the game was working logically correctly or if the GUI made sense to a human user.
* Problem Solving {How resourceful were you?}
  + When I had an issue with my code, I would try to figure it out myself through Stack Overflow or through the documentation that existed in the project beforehand. I had lots of problems with the recursive backtracking so I traced my code with print statements a lot of the times and that was immensely helpful.
* Results {How useful were the results of your efforts?}
  + The results of my efforts were very useful, as my code passed all the Junit tests. The code can now identify words on the board when it could not before using BadWordOnBoardFinder, and because I finished my code early, my partners were able to smoothly test their code.
* Teamwork {What kind of team player were you?}
  + Since I had the most experience with GitHub, I was the go-to person on how to get things working when sharing code -- I helped my group members a lot when it came to Git in general. I was a valuable source in terms of sharing code as it was much easier to consult me than the internet, and I’m glad I was able to teach my teammates git. We collaborated on splitting the work, both code and non-code parts, and overall we had great teamwork.

**Overall Assessment** {Give yourself an overall letter grade with an explanation.}

I would give myself an A because I think that as a team player, I worked well with my group, and as a student, I learned a lot about computer science in the project. I was an integral part in keeping the group stable, and the project successful as the word finder part was one of the major tasks.