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Steps

First I started with implementing a node class. The node class creates a generic node that is used to store the data for the kids in the game. The node is used by the CircleList class to use as a pointer. The circular linked list that I created came from a previous project that used a singly linked list, since it's a very similar idea the main difference being that instead of the final node being equal to null, the final node is equal to root. Second I started to implement the duck, duck goose class. The hardest part for me about making this class was reading in from a text file but I was able to figure it out with the help of my professor. I decided to make a method for each part such as the Pokémon method or the snack time method in order to more easily realize the individual steps.

I learned a lot about the linked list and how it interacts with other projects. I also learned a fairly easy way of reading in files. There were a few bugs along the way such as what would happen if the slowest person of the kids was it and would they ever not be it. The solution was realized through another method that would increase the chance the slower person would be able to beat the faster, but with the faster still winning most of the time. There were a few other problems, for instance, if one of the kids somehow was it and they were the goose, but this was relatively easy to solve through the CircleList class.

This project was very interesting and educational. It was educational in that it taught a lot about how nodes interact with each other and how a real world thing can be realized digitally through a simulation.