

Mason Davy Spring Reflection

This semester I spent a lot of time working with Ben on the UI. This included our serialization code. I ended up spending less time with the actual drill-solver algorithm than I expected to in my assessment last semester. This is fine, as I did work on it a lot previously, and got the chance to learn a bit about PyQt, which I hadn't used before. The learning process actually ate up a significant chunk of time for me. I had done GUI development in the past during CO-OP, but not in Python or QT. Ben ended up being a big help here, and we were able to get a lot done together.

Things didn't go perfectly however. We essentially developed the application completely remote, and that meant that communication needed to be perfect. Sometimes a comment or API just wasn't descriptive enough for everyone, and bugs would appear. But that's just development in general, and with a bit of debugging, we were able to resolve these issues pretty painlessly.