ECE 4793 Literal Programming

Ethan Davis ESD109

9/3/2024

Coding with Reflection

I have chosen The Descent for my coding problem and game as it was an introduction into the website, however it also provides a fundamental experience to the condingame website. While working on the problem, I considered multiple options as far as loops inside of multiple languages that I have tried, however I eventually chose to stay within Python. Starting with that choice, I began to immediately begin coding. While using a pen and pencil was taught to me early on, I have found that with my own style and my own methods I like to immediately start trying and failing in order to make a headway on progress. Despite this, I did stop midway in order to reassess my code and my methods.

While I did not have the original intent on spending too much time with this problem, I found myself to be bloated with choices and possibilities that I could enjoy and take. From that, I actually became quite confused with the problem. After taking a second to step back and reevaluate the problem, I began to write anew and tried to simplify my code into a singular loop with some conditionals for the index and the mountains. While using different naming conventions and writing comments, I began to formulate the entire solution and realized how simple it could have been, however by this point I was already an hour into the problem. This was a lot longer than I originally thought the problem would take due to it being an “Easy” example, and I took great interest in that.

I revisited the website and the game after to then copy the original code and compare it to mine, wondering about the similarities between the start and hint of the code to the finished product. While I was coding this project I was working step by step in order to destroy mountains whether in “alphabetical” order or whether in order of their instances, I instead decided that it was the best option to make a blanket code that would look at the nearest mountain threat and destroy it. The first few renditions of the code would work, however they would not work for future tests that would change the order of mountains needing to be destroyed. This reflection began to change my view on coding as from what I normally do I just brute force attack the code head on, but the layered attempts that grow off of each other and feed different ideas is something that can be more beneficial as it gives the positive reinforcement of completing a task, giving a sense of achievement and not demoralizing.