# 02 Ponder : Weekly Reflection

**1. Describe one challenge your team experienced working on the Vacation Calendar activity.**

Learning how java works, and in this case the java list, was the most time consuming or hardest part. Getting used to the differences in C++ and Java will take a bit of time to get used to.

**2. For the Game of Life assignment, what advantages do you see in using interfaces to define creature behaviors, rather than subclasses?**

I really liked the way you could use many interfaces and mix and max to what you wanted specifically. It allows you to be precise in exactly what you want and make things that are similar but not the same.

**3. Did you complete the Stretch Challenge for the Game of Life Assignment? If so, briefly describe what you did, and how you structured your code.**

I created a hunter who would hunt and kill zombies, wolves, and eat animals. The hunter “shot” from a distance and would search instead of just going in a straight line until he found something. My animals spawn 3 babies when they eat and they can go after food from slightly further away. I wanted to make the game be as balanced as possible and really tried to mimic life so my animals and wolves can die if they don’t eat enough and plants grow on their own every frame. I took a long time to figure out what a good “death rate” of wolves and animals are so the game lasts a long time and the same creature doesn’t always take over, sometimes it’s one and sometimes it’s another that “wins.” Frames were tracked in each movement and if it reached a certain number without resetting by eating then the creatures would start to take damage.

**4. What did you learn from comparing your code to the teacher's solution?**

I didn’t think of creating a direction enum. I could have created some more classes and interfaces to make mine a bit more concise and organized. I liked how the human class could grow plants and attack but only hit them sometimes.

**5. After completing the assignments this week, what questions do you still have?**

I tried to make an enum that did not work. I wanted it to include Animal, Zombie, Wolf in it so I could check an if statement with the enum instead of listing them all. So I still need to look into how enums work and how to use them.

**6. If you were getting paid to work on this week's Prove assignment and you had another month to work on it, what would you add?**

I would try to make it more balanced and add in different kinds of animals and humans. I liked the idea of a flying animal but wasn’t sure how to implement it.

7. A common Java interview question is "describe the difference between an interface and an abstract class". How would you answer that question?

An interface does not allow implementation of a method, only a statement that is then overridden. An abstract class can implement a method that is then used in a subclass or it can be overridden to be something else.

**8. Of all of the resources in this week's Preparation assignment, which was the \_most\_ helpful to you and why?**

Videos are always helpful. I like seeing code written out and explained at the same time.

**9. Of all of the resources in this week's Preparation assignment, which was the \_least\_ helpful to you and why?**

There wasn’t a lot of resources so maybe more reading would be helpful.

10. How many hours did you spend on this class this week?

02 Prepare - 1

02 Teach - 2

02 Prove 1st Attempt - 10

02 Prove 2nd Attempt - 0

02 Ponder - 1

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Total Hours - 14