

Charles V Fisher
ITIN8000 FA2021
HW2 Reflection

Github Repo Link:

<https://github.com/cfisherCPL/ITIIN-8000-Assignments-Charles-Fisher>

Write a 2-3 short paragraph reflection on your experience while working on this homework. Things to consider including are:

1. How did the architecture you chose influence your code?
2. What types of variables were important to the architecture you chose?
3. How did you use functions and was that a good way to use them?
4. What things helped you work well?
5. Are there things you would have done differently if you had to redo the assignment from scratch to make your life easier?

The architecture changed after beginning of development. Initially, each role assignment was planned as an individual class, but ended up being better off as a loop segment in main with the planned functions being parsed out to the menu classes instead. I started with the smallest necessary part: the menuitem, and built upwards along the architecture dependencies until I could make the user-menuloops in main.py.

Class level variables such as object names and quantities allowed me to track everything in the system faster through iterative lists and function calls that already had their own tracking vs making everything new in main or on the fly. MenuFull could have been spec'd to build out the categories a bit more efficiently, but it still works out in such a way that we could dynamically create future categories like "second entree", "apertiefs", or "post dessert jalapeno poppers".

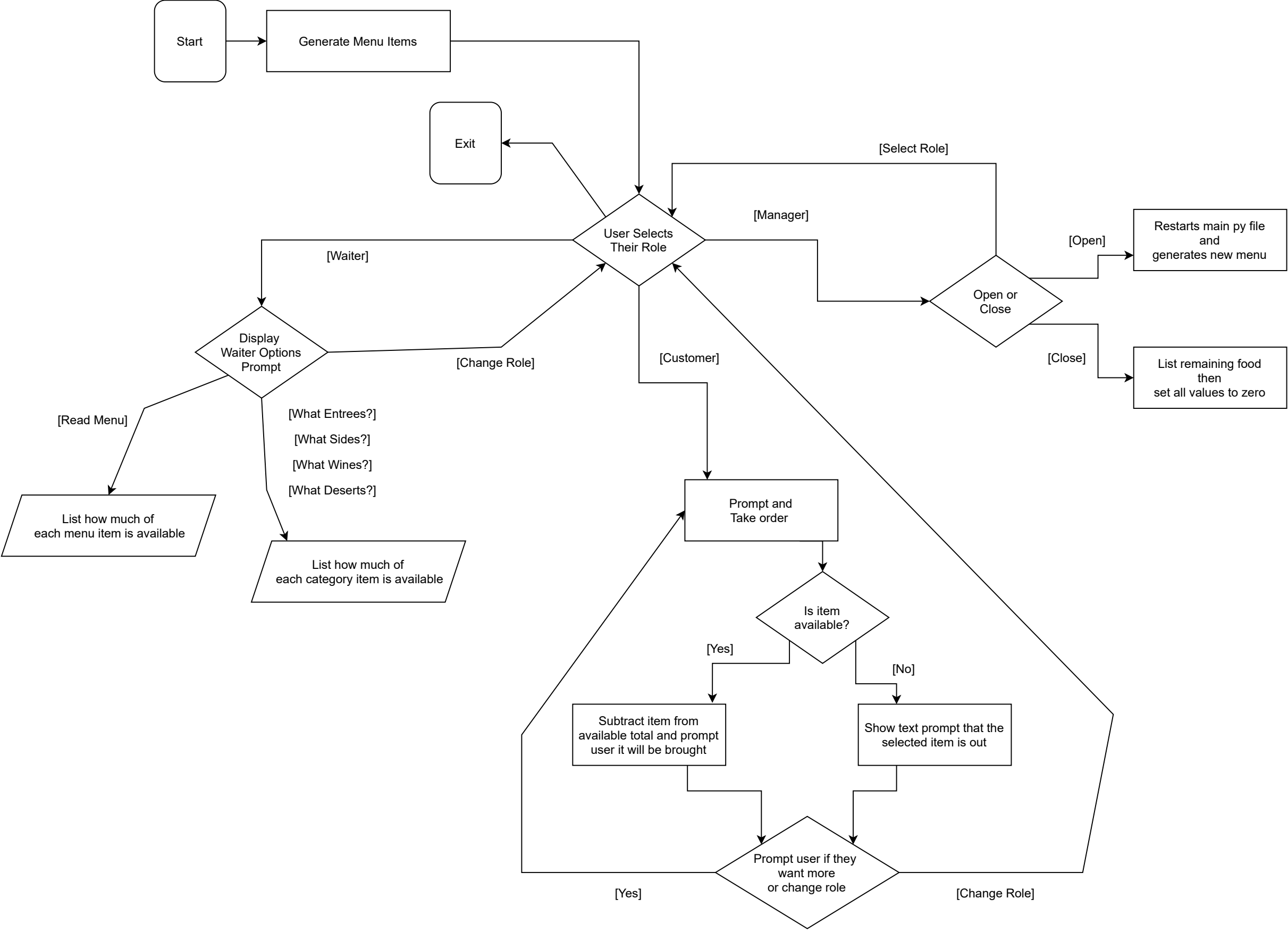
Again here, the flowchart was the primary pusher for the workload, and having an additional planning element in the architecture map picked up the workflow considerably. Admittedly could have started the bulk of the work sooner, but given the prep work done, it enabled a very fast workflow given the time available. I could have probably used some of the database structures such as dictionaries to make the classes have a smaller footprint, but that will have to come with future practice, most notably with a future DnD character sheet builder and text adventure module.

ITIN8000-HW2

Flowchart

Charles V Fisher

September 24, 2021

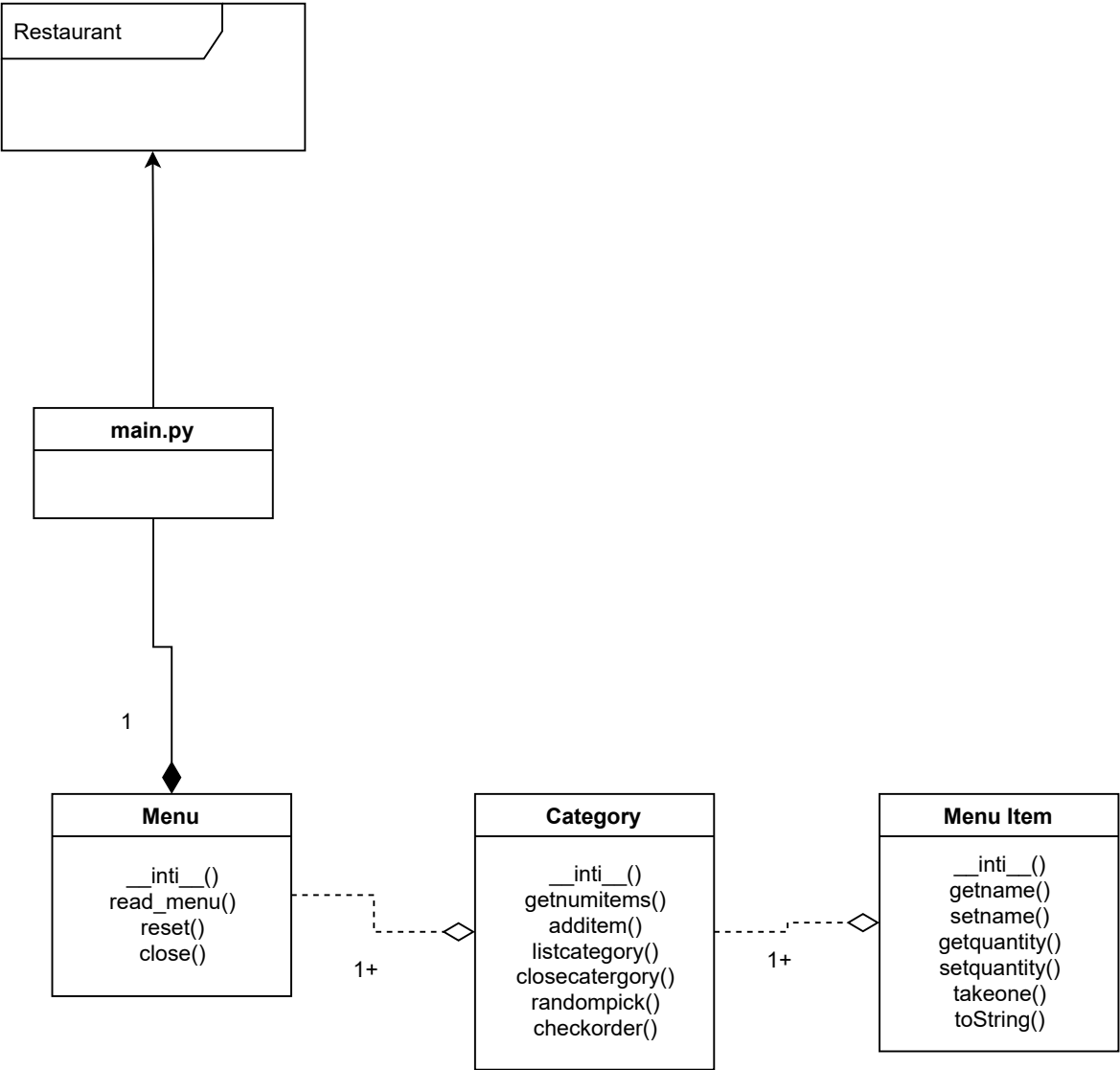


ITIN8000-HW2

Basic System Architecture

Charles V Fisher

September 24, 2021



```
1
2 # generate our menu using the MenuFull Class as written
3 # it does all the stuff for us in the class init!
4
5
6 # start our main game loop
7 #prompt for role selection or allow to quit!
8
9     # check for quit option first. let ppl quit when they
    loop back to role selection
10
11     # pretend to be a waiter
12         # prompt selection of full menu or each category
13         # allow return to role select from here
14
15         # if they misstyped, prompt to top of waiter menu
    loop
16
17
18     # Here's where we pretend to be a customer!
19         # prompt for menu input
20         # bc can type in any order, feed em into a list with
    delimiter
21         # iterate over that list to pull each out one by
    one for comparisons
22         # use x in list
23         # check each menu category item as OR
    statments in elifs to save time
24         # use x.casefold
25
26         # if they spelled it wrong or entered junk,
    prompt and reloop
27
28         # prompt user to order more or go back to role
    select
29
30
31     # Here's where we can pretend to be a manager!
32
33         # return to role selection
```

```
34
35         # close the store as per project outline
36
37         # open the store as per project outline
38
39     # catch those misspellings and re-prompt at top of loop
40
```