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**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.