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CS202 - Spring 2016

Project #8

The past two weeks away have been a blessing and a curse. You don't realize how fast you can let something slip from your mind. As with CS202, some of the concepts were losing their grip and I had to give myself a much needed refresher before I could complete this assignment. With that said, I am very happy with how this project turned out. Because this time I decided to start it the following day, after it was assigned. This much needed padding of time, gave me confidence and allowed to make corrections without any pressure of missing a deadline. It may seem like a no brainer, but I am very proud with how I managed my time for project #8.

I did however, ran into some issues with logic. Most notably, with nodes, as they were something that seemed like a foreign language. How they functioned and how to access them; it took me awhile to grasp. Not to mention, using arrows to access data from the node class. It took some practice, but I feel a little more comfortable now than I did when I started. To be honest, I'll have to practice more if I am going to feel like I can write them from memory. The same could be said about the different types of stacks.

Between the two different types of stacks, I felt that the "Move" type was more efficient than the "Stay". There was just something refreshing about the concept of the push and pop, and how they worked with stacks. I personally liked the metaphor of them being similar to lunch trays and how you push them down when you have a new set. Because of that, I didn't have an

issue with visualizing how it functioned. Given the option, I would continue to use the “Move” stack over the other two types of data structures.