

5.1P: In Person Check-in 2 – Answer Sheet

1. What was the most challenging aspect of the drawing tasks? Why?
 - In my perspective, the most challenging aspect of this drawing task is how I must apply algorithms to track if the mouse is in the drawn figure. This knowledge is quite new to me, so I have spent a quite a niche of time to find out and understand how to do it. Others than that seems not quite difficult for me as I have learned how to draw and track the mouse position through the SplashKit documentation webpage and the previous course, which is COS10009 – Introduction to Programming.
2. Review your answer to question 3 from check-in 1. Did you use any of the strategies you identified? How did they go?
 - I have read and learned new knowledges from both Microsoft and SplashKit webpage, which I have mentioned in the question 3 of the check-in 1 task. And it goes well as I have condensed a lot of new knowledges of how to use the SplashKit framework properly and some of the new keywords and features of C# (attributes, stack and heap etc.).
3. What are some strategies for success you can start or continue using for the remainder of the semester?
 - Apart from the above strategy that I will constantly use throughout the learning period, I will be trying to learn how to develop the program in a logic way and how to make a program in the most optimized way. Since from what I have condensed after four weeks of doing this course, most of my programs seems to be not so logical and lack of memory optimization.