

Armin Rezaiean-Asel – MP1 TASK 11

Aside from what I learned reading through the various tasks, and actually performing Tasks 8 and 9, there are other aspects of the Java programming language that I absorbed this week.

1) When working on a large software project, it's very easy for things to become very complicated and redundant in terms of coding and organization. Java has ways of avoiding this in how the language is used. In doing this Machine Problem, I learned a lot about the usage of inheritance, extensions, and implementations (as was required in one of my tasks). However, what I learned in addition to what was required is that these tools are extremely powerful when used intelligently, in order to create very complex software by re-using code we already have (ie, with subclasses).

2) Developing software doesn't necessarily mean having to write thousands of lines of code – it's important to be intelligent and to know when already written code can be re-used to be more efficient and time-saving.

3) Java is a difficult language full of a variety of syntax, but as more and more is learned of the language and more practice is acquired through Machine Problems, lectures, slides, videos, quizzes, online reading, etc., it's as if a puzzle is finally coming together. What I'm trying to say is that I learned how there are many pieces to a puzzle when creating software (the code, methods/classes, possible subclasses, debugging, error/unit checking, etc.), and all of these things need to be taken into serious consideration in order to make a high quality software project.