

MP1: Task 11

Scott Pidzarko

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I learnt a couple of useful things during this week's machine problem. The first was just how useful abstraction was with objects. Objects make much more sense for me, especially how you can pass them to and from functions, and just how you can use them in general. The use of objects with matrices and vectors was a very good choice from a learning perspective, as it enforces the idea that objects are "data types" that can be used and thought of like the integers and strings we are familiar with.

The other thing I learnt this week is just how complex programs are. I have never really explored the source code of a large program or library before, and the amount of data and organization of data in the library made it very obvious to me how beneficial object-oriented programming really is. I cannot imagine how complicated this library might be if it was written in C.