Yash D. & Brian H.
CSC 426-01
Project 4: Deliverable 6

(1) anything positive you enjoyed or learned from this assignment:
Learned how the perceptron training method's results look like when it comes to errors.

(2) anything negative you didn't like about this assignment:
Michael leaving the group was very unexpected since we had no prior warning. Also, the algorithm was a pain to test. And the fact that we needed to create so many plots and epoch data files was annoying, simply due to it being repetitive for tasks 2-4.

(3) any parts of this assignment you found easy:
Implementing the separate tasks once the algorithm is working.

(4) any parts of this assignment you found challenging or couldn't get working correctly:
The most difficult part was getting the algorithm itself to work. Initially we tried to do the algorithm with arrays but for some reason the error counts were not going down so as a result we ended using dataframes instead.

(5) how your team functioned, including details such as what each team member contributed, how the team communicated with each other, and how team software development & design was accomplished
Brian made a draft of the Perceptron Learning Method using arrays, and graphed the final results.
Yash made the Perceptron Learning Method via dataframes, got the epoch error reports as txt files for each of the LPs per task.

(6) any other remarks you want to make.
Was an interesting project, to say the least. Was difficult to implement the algorithm, but everything else was somewhat straightforward once that was done.