Your Name: Emily Castillo

1. Give a specific example of a time when you might want to override a method from a base class.

I might want to override a parent method when I need to change the value of its functions or variables. For example, in this week’s assignment, where the color and radius from the child classes (Bullet and Target) were changed from the ones typed in the Flying Object class.

2. Do you think IS-A or HAS-A is a better choice for the team activity (Circles and Points)? Why?

HAS-A relationship is a better choice for the past team activity because a circle has a point; it is not a point. It does not have the Point class characteristics but some of its information. In terms of reusability, both worked well.

3. What is the most interesting thing you learned as a part of your work for this class this week?

I loved to learn about class inheritance. In past assignments and courses, I wanted to reuse code but without typing it all again. It is useful and easy to understand.

4. Describe one specific way that you helped someone else this week, or reached out for help.

I always try to do the assignments by myself. But when I cannot solve a problem, it is good to have a resource to turn to, like the teacher’s tutorials or the labs. I needed to make my Data Structure homework work, and I realized I needed to add another parameter to a function.

5. Are there any topics from this week that you still feel uneasy about, or would like to learn more about?

No.

6. How much time did you spend this week on each of the following:

Reading – 45 min

Checkpoint A – 30 min

Checkpoint B – 30 min

Team Activity – 1 hour

Data Structures Homework – 3 hours

Prove Assignment – 2 hours 30 min