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Computer Programming

Professor Blake

Lab 1 Response

I found that the easiest vocabulary to work with was when we were able to use description of shapes, colors, position, and sizes. It enabled us to be able to communicate to the builder better with less mistakes and more clarity in our speech. The unlimited vocabulary games made it easier to convey the message to the builder because the builder relied on as much speech as he could get from the interpreter. Therefore with the less speech given, there was less of a chance of being able to build the correct exact model. In programming and other related lines of work, people will run into problems of trying to replicate something without a strong definition or help from another person or source. No matter what you are trying to accomplish, being able to fully understand the directions and other commands is very important. There are tons of ideas that people have and can put them down on paper, but without explicitly being able to give instructions to someone for help, they may never be able to accomplish what they are looking to do. It is important to be able to converse with somebody and not have the awkward moments of when the other person does not understand the conversation. The hardest word to have to leave out during the whole process was the shape of the pieces. Size and color are definitely huge factors that play into being able to describe something to somebody, but the shape is what really made it the easiest to relay the objects to the builder. It was easy to just describe that one block was the brown or the green, or even the purple, but without being able to mention that a certain piece was a cylinder or a bridge made the task much more difficult. I think that any addition to the use of words or phrases was beneficial. By taking away words or any other form of speech, the builder had a lot less time and space for making something correct. In fact, the amount of room for error was made much larger. If I was recreating this task in a different way, my main point that I would give to someone is the size, the color, the shape, the position, and the orientation of each block. It makes it much easier for the person to be able to take the commands and do something with them by building their own tower or replicating someone else’s. This is very similar to computer programming because it is important to give the computer as many commands as possible with the least amount of words. It would make the process go a lot smoother and would also take a lot less time for the programmer to work on a single small part. Also, it would eliminate the option for a syntax error. Being the architect, like the original programmer, was the easiest task. It enabled the person to be the author of the program and to set whatever structure they wanted to for the rest to follow. It was also easier to be the interpreter of the builder. This was because you are able to look at what the architect had set and relay the information to the builder while looking at it. The most important thing I received out of this lab was that the key thing in the building game and programming, is control. Without control, the person building can run into trouble.