In 3+ paragraphs, highlight your lessons learned and learning experience from working on this project. What have you learned? What did you struggle with? What would you do differently on your next project?

During the development of this first project, I refreshed myself on various java concepts that I learned last semester, and also did a few new things that I was never really tested on, such as constructing my own Junit tests. Learning how to do this was pretty easy, however, as most of the keywords are straightforward as to what you have to do. Other than that, syntax and how to construct basic methods was mostly review from my last CMSC class, CMSC203.

The two things that I most struggled with were creating the isWeakPassword JUnit test and making the method to check for special characters. The JUnit test was difficult because I couldn’t and still wasn’t able to figure out why it wouldn’t throw the exception, even when given a weak password there was an error stating that the catch block was unreachable, though it should’ve been, and confirmed with the given public tests. The method to check for special characters was hard, but after looking at the given rubric I found the hint and studied regular expression some, and utilized the hint to create a working method.

On my next project, the one thing I would do is start earlier, as I didn’t start working on the actual code until around four days before the implementation was due. This led to me needing 3+ hours to work on it a couple days to be comfortable in how much I completed in relation to the due date, rather than breaking it up into chunks. Looking forward, I will attempt to start projects during the week that the design is due, so that I have ample time to work on it for small chunks on each day, rather than a lot on some days, especially because I’m sure the difficulty will only amp up from here.