# **Post-Lab Write Up**

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Lab: Lab 2 - Critters

1. Describe the process you went through to solve this problem (complete this lab)? 3 to 4 sentences should suffice.

This lab turned out to be pretty simple. I already knew that each subclass would have the same general outline, so while we were talking about the lab in class on Friday I created the outline for each subclass. The getMove method was straightforward for each subclass and took little time to complete. The only methods that were somewhat challenging were getColor and toString, so for these I just tried different things and tested frequently until it worked 😊.

1. What went well in this process?

Pretty much everything. I was able to complete the lab (to specification I believe) in 1 night.

1. What was challenging/difficult in this process?

I also hit a few snags with if/else if statements.

1. Think about a particular challenge that you faced in this lab. What was this challenge? How did you work past that challenge and overcome it?

When I was working with a couple of if/else if statements I was getting an error at run-time because they were ultimately not returning a value. I realized that I had not accounted for a condition, and I overcame this by adding an else at the end of my if/else.

1. What will you do differently in the future to avoid/overcome these challenges?

I pretty much wrote all of the code for this lab in one sitting without much planning or testing at all. It probably would have helped if I actually planned and did mock-ups of each of the methods so that I could mentally step through them before trying to run them.

1. What is something that you learned while working on this lab?

I learned about using @Override in my subclasses to let the compiler know that I am overriding a method from the superclass.

1. How can what you learned in this lab be applied to the real world?

I can see similar logic being applied to real-world simulations that deal with things like game theory.

1. Are there any bugs in the code that you turned in? If so, what are they? Why did you not fix them? (e.g. lack of time, lack of knowledge, etc)

I don’t think so.