Grant Bingham

CS-172

Prof. Tucker

Final Project Reflection

My project mainly made use of object-oriented programming as well as file I/O. Aside from these two concepts, my implementation was mainly made up of CS1 concepts. Although I had brainstormed other ideas of how to incorporate other concepts we covered, I had to spend much more time than I had initially expected on trouble-shooting with just the bare minimum. One thing I would’ve liked to make use of was overloaded operators that would allow the user to compare the properties of two elements of their choice. Also, it would’ve been more memory efficient to use template functions for outputting the periodic table, the string array wasn’t necessary for all the abbreviations, many were only single characters.

While my project executed and did everything I planned for it to do, I’m disappointed in how it turned out. I think I had a good idea, but I think I made my goals too simple to use all the concepts in this class. I was surprised at how much of my time was ate up not only by troubleshooting, but also how long it took to implement all the data for all the elements. I felt that a lot of the process was repetitive and tedious. I guess I learned my lesson that fixing issues within the program is always going to be part of the process and needs to be accounted for when I plan out my project. Nonetheless, it’s unfortunate that I didn’t push my limits and become more acquainted with the concepts we covered.

I feel that this program could’ve been much more complex and interesting had I spent more time. I already mentioned above what I would’ve liked to add. Although I’m a little disappointed in what I turned in, I think I will be able to take advantage of some of my free time throughout the rest of the summer to try and add on to this project. I think there are many things I could add/ change to make use of other concepts we went over.