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COP 3530
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Project 1

The work submitted is my own and the Honor Code was neither bent nor broken for the entirety of the homework exercise.

Summary Part 1:

This was by far the most involved part of the project and required a good amount of time to implement all of the methods in all four classes. After I was finished with this part, however, I realized that if I were to implement these again, the entire process would take a fraction of the time. By the time I got to the CDAL, it didn't take hardly any time to implement since I knew what to do and how to do it when I got to that point. Exceptions to this rule were things like the pool management for PSLL, since that was completely unique to that class.

Summary Part 2:

The iterators were not very difficult in the grand scheme of things. Starting out, I didn't really understand them at first, but I quickly grew to know their purposes and how they were supposed to work. One thing noteworthy that I learned was the default initialization in the constructor that Professor Small put on the website in the template. If a node had nothing to point to, it would point to null. This part of the project gave me by far the least amount of grief,

Summary Part 3:

The CATCH framework was an enormous pain. This is mostly because I was using Visual Studio at first to develop and test everything (since my computer is unable to support virtual machines) and Visual Studio threw a countless amount of precompile errors when I tried putting CATCH into the project. However, I then started using Cygwin to compile my code and it worked perfectly fine. As for actually understanding Catch, it is an extremely simple platform for me to be able to test my code very thoroughly and confidently. Corner cases are easy to isolate and make sure they're working correctly. One small hitch as not understanding that the test case re-iterates through itself for every section, but once that was clear, everything else was extremely simple.