Graphical user interface

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| **Unit No.** | 7170 |
| **Unit Name** | Software Technology 2 |
| **Assignment No.** | Assignment 2 |
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TASK 6

1a: I chose to store the data using hashtable. Based on the requirements of the project it was the most suitable way to store data. With this type of data structure, I was able to link the keys to its values which was needed by the program. Using this, I can use those keys to get the values wherever needed.

1b: I learned on how to make a basic interpreter; with this program I was able to learn a lot about hashtable which is an important data structure. I was also able to learn a lot about the use of Boolean statements and how they can be implemented.

1c: There were some challenging concepts in the project. The task 4 and 5 were quite challenging. I managed to do task 4 in which created a function because of which we were able to skip the lines if the condition is false and also in task 5 we had to implement a while loop which was challenging as well. We had to set a loop starting from while to endwhile so that it can keep looping until the condition is false.

1d: The thing I would do differently would be switch statements instead of if statements as it would make the code a bit shorter and easy to read. But the overall functioning of the code would have still been the same.