

Understanding

I think that having had the experience of trying to write the almost-tic-tac-toe game last week, these tasks were much more straight forward and easy to implement. Mostly, I attribute this to the fact that we weren't allowed to submit a main file and therefore the problem descriptions were much more verbose. For example, it was quite easy to follow the requirements for the ship and bboard classes.

Testing Plan

I believe that my testing plan was helpful. Once again though, it was difficult to test our classes and I ultimately just ended up running the test cases I had planned as well as a test or two for every function I defined in my implementation files. Hopefully I interpreted the assignment correctly but that is difficult to comment on without having received a grade yet.

Design

The design for both parts of the assignment was very simple to write as the problems outlined what was required in pretty clear detail. There were only a few things that required some careful thinking such as how to tell if a ship has been sunk. One of the challenges was refraining from defining unnecessary extraneous variables that the problem did not ask for.

Implementation

I had some trouble implementing the pointers for both tasks mostly just due to small syntax errors like accidentally using (*) instead of (&) and visa versa for constructing, getting the reference of a variable, and dereferencing the variable. . Other than that I think the clear assignment plan as well as problem descriptions made it quite easy to get started writing. I did not have any major difficulties or setbacks.

Improvement

To improve my code I think it would be nice to add more member functions that could be useful for writing a game program. For example, creating a function for a turn of the game would be easy and likely would have to implement everything previously written.