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CS2420

Analysis Document, Assignment 02

Originally, when starting this project, I was very excited at the prospect at doing this project on my own. I have never pair programmed before, and wasn't keen on the idea. However, during this project, I came to a little bump in testing that I simply could not figure out. Like most infuriating coding errors, I knew it was something small and ridiculous that I had missed. I had been staring at my code for so long that I wasn't able to see what was wrong with the code. I ended up waiting over an hour in the cade lab for a TA to get to me, and when she finally did she discovered what was wrong within minutes. If I had had a partner, it would have been very possible that they caught the mistake and saved me a lot of time.

The Comparator interface is implemented when a class is actually comparing two objects. The Comparable interface is implemented if a class is flagged to be able to be compared to itself. Comparable more describes an attribute of a class, Comparator describes the methods used to compare two classes. It would be wise to use the Comparator interface when you want to explicitly say when one instance of a class is greater than or less than of another instance of a class. It is more wise to use the Comparable interface when you want to let others using your code know that it is possible to compare the classes that you have written. It would be possible to change the Comparable interface in LibraryGeneric class, but it would be very complicated and it would not make much sense. The Comparator interface lets you control how to determine which item is greater or lesser and how to tell which is which.

I felt that mostly I was very efficient with my time spent on this assignment. Like most other students, there are many facets in my life that limit the amount of time I have available for homework. Although I turned this assignment in close to the deadline, I knew exactly how long it would take me to complete and used my available time efficiently to complete it. As the assignments get more intense, I will spend more time and start earlier to finish.

It is important to write generic code because, especially when considering a wide diversity of information types, versatility is key. It is important to be able to write one chunk of code that can handle a lot of different types of data, rather than lots of different chunks of data to handle one kind of data type. It saves the programmers time and it saves those implementing your code's time.

I spent about 6-7 hours on this assignment.