Self-Assessment: I still remember this is my first program at City-College of New York. I only remembered this is a dice rolling game, where the player will play against the machine. Both player and AI gets $1000 to bet. However, I don’t remember the exact project description. I reviewed my code, and I can’t really tell what I was coding. It’s super complicated and confusing to read my old code because variables and if statements were flying everywhere. Also, it doesn’t have any useful comments to tell what each line of code is doing, or at least tell what the program is doing. Back then, I didn’t know about any efficiency, I was actually proud of myself because I wrote 250 codes! I thought more code is better. Therefore, I wrote a bunch of if statements with plenty of logical operators ( && || !). I believe it took me more than 3 days, and I had to reach my cousin for help because he had experience with C++ in college. Also I was searching everywhere online. For instance, the dices need to be randomly reroll, so I searched something like “random function C++” on Google. It was tough.

Reflection: I know so much than before. I learned a lot of techniques to solve problems in an efficient way. For instance, when the player gets “1,1,1”, it’s count as the biggest number. I wrote a bunch of if-statements like (if dice1 == 1&& dice 2 == 1 && dice3 == 1). Today, I will store all the numbers in an array, loop through them, if there is a different number, break the loop. 6 lines of code can change 100 lines of code( I was just copy and paste). This is a C++ program, which I think it’s extremely difficult for a beginner. Also, I will write more clear comments for the program. Lastly, I will choose JavaScript to solve the problem because I tends to be familiar with JavaScript, and it’s more easy to write in JavaScript. ( I don’t need to declare the type of variables in JavaScript or the length of the array). Lastly, I think this is a good program to remember how terrible I was back then, and compare today, I can write much better.