03 Ponder : Weekly Reflection

1. Describe one challenge your team experienced working on the JSON parsing activity.

My team had a challenge getting the was getting the load game class working.

2. For the Prove API assignment, what did you learn about how APIs work?

I learned that API store data for us to manipulate.

3. Did you complete the Stretch Challenge for the Prove API Assignment? If so, briefly describe which method you used.

No I didn’t complete the Stretch Challenge for the API Assignment.

4. What did you learn from comparing your code to the teacher's solution?

I learned the depth and power of Java.

5. After completing the assignments this week, what questions do you still have?

What is the power and uses of Json?

6. Aside from the task you completed, what is another use you could see for the API we used?

API’s can be used for the software interacting with other software.

7. A common Java interview question is "Describe what an API is and how it's used". (Sometimes people refer to these types of APIs as "REST APIs") How would you answer that question?

An application program interface (**API**) specifies how software components should interact. **APIs** are **used** when programming graphical user interface (GUI) components.

8. Of all of the resources in this week's reading, which was the \_most\_ helpful to you and why?

Most helpful was the team activity because I was able to learn from others.

9. Of all of the resources in this week's reading, which was the \_least\_ helpful to you and why?

Least helpful was the Prove cause the instructions were vague of what to do.

10. How many hours did you spend on this class this week?

01 Prepare - 1

01 Teach - 1

01 Prove 1st Attempt - 4

01 Prove 2nd Attempt - .5

01 Ponder - .5

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Total Hours - 7