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I found this project to be far easier than the previous projects in terms of both algorithms and implementation. One of the reasons I found this project to go far smoother is due to the fact that I budgeted my time far better than the previous projects. It took me about 6 or 7 hours to full create the code after about 45 minutes to 1 hour of pure planning. Coding did not necessarily come directly after coding but rather there was a continuous cycle of planning then coding only to become stuck at a certain point which required me to step back and consider how to solve the problem I had become stuck on. Being more familiar with creating a GUI interface helped make this project run far more smoothly than the previous two projects had been, as I had gained a much stronger understanding of how to manipulate things in the GUI and how to set event handlers for each of them. I also felt that the algorithms behind the overall program were more straightforward than the algorithms and logic regarding the battleship program. However, a reason that this may have been is due to the much more rigorous planning stage and more refined budgeting of time. If I were to do anything differently I would say maybe make the code a bit neater as I moved along rather than get the code to work and then think of the neatness and readability of the code as an afterthought. In addition I would like to begin working on my comments a lot sooner. I tend to wait until the end of the project when everything is working to begin writing my comments. I think it would be a better idea to write my comments more as I go along not only for the sake of individuals who come after me who are looking at my code but also for myself so I can navigate the code with greater ease.. The most difficult part of the assignment was writing to a file. I am very familiar with python and how to read and write to files using that but C# was difficult as I had to work with the directories in my computer in order to find the file.