

Post-Lab Write Up

Name: Abby, Aliza, Ro

Lab: #6 Binary Search Tree Dictionary

1. Describe the process you went through to solve this problem (complete this lab)? 3 to 4 sentences should suffice.

Each working on understanding the heart of the process of doing traversals. Once we were all comfortable with that each worked on parts of the program (the menus, the object file, etc). Testing along the way and sharing via Github.

2. What went well in this process?

Sharing the files went very smooth this time, we used texts to indicate when we were actively developing and the when we checked it back in for the next person.

3. What was challenging/difficult in this process?

-Figuring out how to traverse the tree

- Thinking of user behavior and how that effects their interaction with the menu. Will a user remember a number they entered as a key? If the ID number is randomly generated how will a user know it in order to delete/modify a record?

4. Think about a particular challenge that you faced in this lab. What was this challenge? How did you work past that challenge and overcome it?

Figuring out pre-order recursively. I couldn't figure out how to go back up the tree. I looked up examples and they used stacks. I hadn't used stacks much so I didn't think of adding them on my own, but once I worked with a stack I realized they work really well in this situation.

We randomly generated the record key but then decided we need to print it to terminal so users can delete/mod/lookup based on the random number. Also a good idea anyway since if a user imputed their own random key they probably wouldn't remember a few minutes later.

5. What will you do differently in the future to avoid/overcome these challenges?

Pick a smaller number of digits for the random number.

6. What is something that you learned while working on this lab?

How to do traversals in a binary search tree.

7. How can what you learned in this lab be applied to the real world?

How to communicate with a dispersed team of developers.

8. Are there any bugs in the code that you turned in? If so, what are they? Why did you not fix them? (e.g. lack of time, lack of knowledge, etc)

Not that we are aware of, but any bugs found unaddressed were due to time constraints.