CS210\_MODULE\_3\_ASSIGNMENT\_DLUDWIG

3 OF 3 PAGES \*\*REFLECT\*\*

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COFFEE REFLECT

* Does your program flow in a logical order?

*Yes, I believe it follows a logical order in the coffee makers tasks*

* What variables are implied by your design? Do they account for everything in the problem statement?

*displayTime, setTime, startBrewing, stopBrewing, waterSenor, heatSensor could be used*

* What sections of the code might make sense to put in main()? What pieces of the code would make sense in a function or functions?

*I thought the actual menu choices with actions would be in main and the functions might be “brewing” and “set time”*

* Which method do you prefer, the visual flowchart or the text-based pseudocode? Why?

*At first when reading this question my quick response was “definitely flowchart” because I respond and think better visually, I believe. But even if I can get it to make sense somewhat via flowchart, the pseudocode forces you to start forming a definite structure that can be more easily translated to the code. So, they seem both equally important in the process though I feel I struggle more with the pseudocode. I need A LOT more practice and exposure to both.*