**Unit 6 Reflection**

Date: May 29, {2018}

To: {Mr. Peck}

From: Darren Chou

Subject: Lynder Project Reflection

**Accomplishments.** {Describe the role you played on the project team and what you specifically contributed and accomplished.}

At first, I laid out the ideas of the sorting algorithm by writing the pseudocode. However, when that didn’t work, I was without a task for a long time. Then, I decided to work on JUnit testing. I was very successful in this, and it allowed me to understand how each method worked, including both the algorithm and the class structure. This then allowed me to work on testing the program and finding errors as well as improving on potential areas that were subpar. I also participated in writing the status reports and the company conferences we held throughout the work period.

**Learning Experience**. {Describe what you consider the most valuable learning experiences of the Lynder project.}

The most important learning experience of the Lynder project, in my humble opinion, was learning how to write JUnit tests. I believe this is the most valuable thing that I learned during these six short weeks because they opened the doors to so much more learning experiences. After I learned how to use JUnit tests, I could not only understand the code better, but I could also help find errors in the programs.

**Objectives**. {Evaluate your performance. Describe how your performance aligns with each of the performance objectives. Give supporting details and examples to justify your grade.}

· Challenge I believe that I challenged myself to the brink of exhaustion because I had to understand the code in order to write the JUnit tests. Because the code was not written by me, this made it so that I would have to interpret the code first before I could be able to write any code of my own.

· Effort I worked on this Lynder project perhaps the hardest I have worked in this class this semester. This was because I really felt the tie of friendship between me and my coworkers, and I did not want to let them down by not giving it 101%.

· Quality I believe that I wrote my code very well, because it is very easy in writing JUnit tests to simply say assertEquals(1, 1); and have the test pass. However, I did not take the easy route and I actually tried my best to create an artificial running of the program and to see if anything was not working like it should be.

· Problem Solving I was very resourceful because I was given minimal documentation on how the methods for which I was to write JUnit tests worked. This led to me having to reverse-engineer the whole project and self-teach myself the secrets of the Lynder sorting algorithm, as well as other highly advanced mechanisms used in our truly outstanding program.

· Results My efforts played a key role in the program being able to perform at the level that it is. This is because I caught a lot of errors in my coworker’s code and this helped improve the Lynder project by making it work better, as well as not throw as many errors. We ended up getting the program to the point where we could not find anymore problems with it as long as the user followed our directions.

· Teamwork I was a very courteous worker to my fellow teammates. I was very cooperative, and took everything they said into account. I think that our team is special because we have truly bonded with one another on a spiritual level, and that is in part because of my friendliness to my peers.

**Overall Assessment** I believe that I deserve an A on this project because I really gave it my all. I worked many days and nights on end, tirelessly trying to complete my task of writing JUnit tests and debugging the code. The project itself is a major accomplishment because we did not have a template, nor could we get snippets of code from online for help, because our project was truly original. This made it so that it was nearly impossible to complete in the six weeks allotted, and yet we pulled it off.