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Software Engineering

Homework 3 Reflection

For the homework, I created a horse class that gave each horse its attributes: name, initial speed, and running strategy. Each strategy was created as an extension of the main class. The attributes were split up to allow for all of the general horse attributes to be used in the extensions of the main class. For example, the speed variable would already be set once the subclass specific to the running strategy is called, allowing that subclass to use and modify that speed to go along with the strategy. I found this to be a good design, as the main class worked with all general attributes and as it extended out, more specific information was needed. I like this kind of design, where the first programs written are more overarching throughout the project, and then I continue to work through to achieve more specific goals.