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**Reflection M5**

M5 Assignment Rundown

For this module, we were required to create a game jam database. The user can dynamically create three types of participants for the jam and then display the information that they have entered. The types include programmer, artist, and designer. Each type of participant inherits properties (an age variable and a report function) from the “participant,” parent class.

How I approached the M5 Assignment

After taking the midterm, I realized that one of my biggest weaknesses in programming is trying to read and write code when I’m under pressure. For this assignment, I decided to challenge myself to prepare for the final exam. I would give myself three hours to complete the assignment for module 5 (as opposed to giving myself a week to finish the task). I planned to start my assignment on Thursday at 8:00 am. I spent the days leading up to Thursday researching and preparing how I would create the database by writing out some ideas on a few sheets of paper.

On Thursday, I woke up at 7:00 am to give myself some time and to get ready for my self-test. Once my clock hit 8:00 am, I opened Visual Studio and quickly typed up a pseudo code containing all the variables and functions that I would be using. The comment code gave me an idea of how I wanted to structure my code, and I was able to create all of the classes/functions that I needed.

After coding for an hour, I noticed that my program ran into a few errors. I was pretty stressed after spending another hour trying to reread every line of code to debug my console application. Unfortunately, I was unable to find a fix to my errors. At the time, I felt like I had a daunting task to do and I didn’t know how to do it. So instead of stressing about an enormous task, I decided to break the assignment into small, manageable chunks by creating another console application to practice components of the assignment (like creating a small program that uses dynamic arrays and using virtual functions). The practice project ate up half an hour of my time, but it felt relaxing because everything that I did felt feasible. Using my practice project as a reference, I noticed that I was missing brackets to call the report function from the child classes (to display information about the participant). Additionally, I was missing some variables in order the create my arrays.

I finished the assignment in three hours and twenty-three minutes.

Reviewing My Performance

Although I took longer to complete the assignment and the code wasn’t fully optimized (since my program contained repeating code), I was proud of my time management skills and how I designed the game jam database by breaking down problems into smaller ones so that the tasks seem doable. I felt like this exercise improved my technical problem-solving skills and I plan to create more self-assessment tasks in my spare time to practice for the final exam.