Matthew Trembley

Southern New Hampshire University

CS-260-R1998

10/10/2021

6-2 Code Reflection

The code this week was based on trees and binary searches to traverse down the trees to find a specific element within it. This practice using binary searches and trees showcased the quick capabilities in this programming tool. A very important idea to understand when using binary searches is pointers and nodes. Without this fundamental concept, it can become very difficult to use binary trees and searches. With that being said, as I still feel a little “iffy” on pointers, it did become a tad overwhelming. Thankfully, within the resources of the module there is a video posted by SNHU to somewhat follow along. This week, I unfortunately had to rely on it more than I would have liked. I had two problems while I was writing my code, and one of them was the RemoveNode function (4b) and the other a runtime bug, where it would not “display” bids.

The RemoveNode function felt very overwhelming to me when I was looking at the ZyBooks. I was able to read through that lesson and understand it (what I felt was decently well), but when it came time to perform and write it myself – I didn’t know where to start. This is where I had to rely on the video to really walk me through it and understand where to go. As for the runtime bug, where there was no display of bids I had to really look over my code. I was at first frustrated because there were no errors or warning that may had given it away. But as I was looking through it, I had realized that I didn’t actually write the code for void BinarySearch::InOrder(). It was able to run and call the function, but it didn’t have any code or instructions, so it just returned to the main function to make a selection.