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Lab 4: Block Factories

This project certainly contained an interesting and challenging problem to solve. There were many things I learned, and many challenges that I had to overcome in order to properly complete the project. Primarily, I learned a lot about object oriented programming. I actually took a step back from the project itself and did some research about object oriented programming in general and what some of the pros and cons are for object oriented programming. I reflected on how this project worked from an object oriented programing standpoint, and what it would look like if another language was used. Would it require more or less lines of code?

This project helped me grow in a lot of ways. I actually struggled a lot with building the files and setting up VS Code in a way where it would point to main.java. My repository is a combination of a lot of different projects written in a lot of different languages from a lot of different classes. With that being said, pointing to a specific main.java file can be challenging, especially in Java. In other languages, it is often the case that there is no problem at all, however Java requires a lot of additional work to get it to work the way that you want, especially when you don't want to do it the way that Java wants you to do. In other words, I realized that it is often the case that Java will tell YOU what to do… not the other way around.