

CSC 175 Self-Reflection for Project Assignment

Student Name:	Mahib Rahman
About Yourself:	
What did you learn during this project (e.g. OOP, aspects of project management, program design, implementation, testing and/or debugging)?	<p>Some things that I learned during this project was how to implement inheritance. For instance, I was able to make subclasses called Checking.java and RegularAccount.java which were subclasses of Accounts.java. Checking.java and RegularAccount.java have all the attributes and methods associated with the superclass Accounts.java.</p>
What was your role/contributions in this project? What part of the project did you do your best work on? How did you spend your time on this project?	<p>Since I worked alone, I completed all tasks of the project myself. Some tasks that I had to do were to test each class that I made, like Account class or Money class. I feel like I did my best work with implementing object-oriented programming principles like polymorphism and inheritance. I spent my time on this project by first coming up with ways to think how I would approach each problem in the lab, and then implementing it in code.</p>
How many hours (approximately) did you spend on this project (including class time) ?	<p>Since this project involved many labs, I would say that each lab took me about 1-3 hours including class time to complete. For the very final steps of the project which was to use the ATM class to put it all together, it took me about 5 hours to complete it.</p>
Is there anything you wish you had spent more time on or done differently?	<p>I would say that I wish I spent more time reviewing material from the class first before jumping straight into the labs because I feel like I wasted a lot of time</p>

	being stuck on the labs due to forgetting something we learned in class.
How would you proceed on this project if you had more time.	If I had more time, I would proceed on with this project by creating a website or an app that uses what I made so far with this project.
About the Project:	
What was the most enjoyable part of the project?	I would say that the most enjoyable part of the project was the satisfaction I got when I completed all the steps of the project. I put in a lot of effort into this project and put many hours into each lab. Seeing that my ATM class works and ties the whole project together after all the hard work I done made me proud of myself.
What was the least enjoyable part of the project?	The least enjoyable part of the project was when I had to debug problems. For instance, my ATM.java was running perfectly in one moment, but then ATM.java broke and couldn't run. I thought I made an error in ATM.java, but it turns out that my input.txt did not match the format that my inputmanager.java would read the file.
To what extent did the project challenge you, to apply skills you learned, and/or learn new skills?	I think this project challenged me a lot and it was a great project for me to apply the skills I learned and to learn new skills. For instance, I was able to apply skills I learned like Junit testing and handling exceptions. I was also able to learn new skills like writing to a file and reading from a file.
About Your Classmates:	

Besides yourself, which student(s) in the class did you learn the most from? Explain briefly (e.g. provide example(s)). If you did not interact with classmates, you may answer "none".	None
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