

## **Robert Navarro**

### **Assignment 6 comparison**

**For each pairwise comparison, where do you think your program is better? Why? Where do you think the other program is better? Why? (be detailed)**

#### **Brian Pelowski comparison:**

When first comparing my program to Brian's I notice that his code in his .cpp files was incomplete and did not run properly. This .hpp files appear to have been configured correctly so all of the issues lie in the .cpp files Starting with his point.cpp file, I notice several errors.

He did not use the set x/y coordinate method in his default constructor, instead choosing to set them with XCoord = 0.0. While not a major issue, I think using the set method in the default constructor would have been appropriate since it was used in his other constructor. I also noticed that his get methods were not returning the actual x and y coordinates that he had stored but instead calling some variable that was not part of the class. This would most likely cause the incorrect x and y coordinates to be called.

When reviewing the lineSegment.cpp file I noticed that the class was incomplete and only contained the length and slope methods. With just these methods to review I found that they appeared to be similar to by functions and would most likely have run correctly if the class would have been completely finished.

After reviewing Brian's program I think that the fact that his code is not finished makes it difficult to compare the two programs. My program runs correctly and does everything asked so I think it is a better overall program. Brian was on the right track and with additional time most likely would have figured things out.

#### **Carlos Carrillo comparison:**

I found that Carlos' program was very well designed and functioned as I expected it to. His notes are excellent and make it very easy to following along with what each method in his program is doing. Since his code is basically identical to mine I found it difficult to find areas where my program was better, since for the most part they are the same. The only area that I may have done things differently would have been to make the functions that found length and slope a little bit simpler by separating the math into multiple sections. Overall, I would give Carlos' program and edge over mine because of his excellent notes.

**Josh Barton comparison:**

One of the first things that pops out to me in Josh's program is that he included a destructor. He did mention that he was not able to get his program to run correctly and I wonder if this may have had something to do with it. When I compare my point.cpp program to his I can not find many differences besides the destructor. The only other difference I noticed is that he did not use the power function, and instead chose to multiply  $dx * dx$  and  $dy * dy$  in the distanceTo method. This should have not yielded any different results, but is an additional difference in our programs.

When comparing our lineSegment.cpp files I found not much different as well. Once again a destructor was included in his file and may have introduced some issues for him. Other than that the rest of our methods are nearly identical.

Overall I think that my program has an edge since it ran correctly and did not include a destructor. Also, my use of the power function for my math makes my code a bit more to read. The notes that we both made are pretty similar so I do not think any edge can be given in that area.

**What have you learned from looking at other people's code, and how can you apply it in future assignments? (be detailed)**

After comparing my programs with the other programs I feel that I have a better understanding of the fact that everyone codes a little bit differently. I found that the one area that I could probably improve in is creating better notes throughout my program, similar to what Carlos had in his program. I also found that some of my variables could be more descriptive within each method. This may make it easier for people to pick up what each method is doing. Overall I feel that these assignments are helpful for giving me new ideas on how I can code something. In this assignment many of the methods were done only one way, but I know that viewing other codes in future assignments could be beneficial for figuring out different ways to code.