

5.1P: In Person Check-in 2 – Answer Sheet

1. What was the most challenging aspect of the drawing tasks? Why?

The most challenging part is that I have to imagine what the output looks like, and then write the code based on that, for example, the line method, I think it will be easier if the outline shape is rectangle, however, the requirement needs it to become dots at the endpoint, to be honest I was struggle a little bit but it turned out it wasn't that hard.

2. Review your answer to question 3 from check-in 1. Did you use any of the strategies you identified? How did they go?

This is an interesting question! Although I have lots of ways to study (as I mentioned in the first check-in), most of the time I used YouTube and some random websites for some specific problems that I need to solve. I didn't have time to studying syntax and code in W3School, and GitHub and Stack Overflow didn't help me that much, but I don't think that's in issue because I am kind of familiar with C# now. Not everything went the same as the first plan, but the result still made me satisfied.

In YouTube, I watched a video about parent and children class, know the relationship between Shape and other "specific shapes", and then wrote code based on my knowledge.

3. What are some strategies for success you can start or continue using for the remainder of the semester?

At this stage, I think I will keep the same strategies as I am doing right now. Review lecture, watch YouTube or search Google for solving my problem, review my code with my friends (not copying though), and yes, that can make me survive through this semester I believe.