

## Rania Maaraba: Critical Thinking Task

This may be a little to abstract thinking, but personally one of the trade off that I most commonly happen to see when I am programming is the complexity and understanding of a program. For example, I am in the middle of working on my personal project using python(a japanese dictionary that shows me writing orders), but it is so intricate and so many new elements I have no clue how much depth I should put into each aspect.

Three metrics that I think would be particularly useful when trying to decide the depth of an aspect would be;

- 1) The amount of user input/interfaces

If this is a primary external program that requires lots of user input focus more time on the depth rather than simply sugar coating it (depth +1)

- 2) the length of the program

If the program is on a tight deadline or is projected to take awhile start by simply making a simpler program (depth -1)

- 3) the new elements

kinda similar concept but if you're learning something entirely new for the program to work, then focus more on the depth of the new concept (depth +1)