# 02 Ponder : Weekly Reflection

1. Describe one challenge your team experienced working on the Vacation Calendar activity.

The new topic introduced was Enum which was not so difficult to understand. There was some understanding problem since we were not choosing our destination and it was simply displaying all total cost for all the destination.

2. For the Game of Life assignment, what advantages do you see in using interfaces to define creature behaviors, rather than subclasses?

.Sub class is has a relation, interface is a behavior.

In a subclass code will be same, which is not the same in interface.

Interface is more like abstract class but it doesn’t go long down the inheritance line.

3. Did you complete the Stretch Challenge for the Game of Life Assignment? If so, briefly describe what you did, and how you structured your code.

No I didn’t

4. What did you learn from comparing your code to the teacher's solution?

I created a logic for searching animals nearby which does work but is not efficient. It is shorter than teacher’s solution, but I don’t know what exactly is the difference, because I feel like it should work.

5. After completing the assignments this week, what questions do you still have?

In this class should I focus on logic or more in to programming and learning java. Because I feel like Java is quite nice and autocorrecting when done in intellij or android studio. But the logic was quite difficult this week.

6. If you were getting paid to work on this week's Prove assignment and you had another month to work on it, what would you add?

That wolf chases the animal in each frame, but in next frame the animal changes it place and wolf would never get an animal.

7. A common Java interview question is "describe the difference between an interface and an abstract class". How would you answer that question?

I feel interface is very useful when we have long hierarchy of class inheritance and you want some classes in that inheritance to have some quality, and they use those quality in different manner. It is a more like behavior which is only carried by some classes in inheritance.

8. Of all of the resources in this week's Preparation assignment, which was the \_most\_ helpful to you and why?

That number specifier which modifies the number and interface was very helpful. Also the example from tutorials point

9. Of all of the resources in this week's Preparation assignment, which was the \_least\_ helpful to you and why?

Stack overflow. I don’t think stack overflow should be the primary source to understand the topic.

10. How many hours did you spend on this class this week?

02 Prepare -

02 Teach -

02 Prove 1st Attempt -

02 Prove 2nd Attempt -

02 Ponder -

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Total Hours – At least 10 hours