PA 4 Reflection Essay

I liked this assignment because I liked the free form aspect and learning how to create a 20 questions game that becomes smarter. I always thought machine learning was some super complex thing to code. I’m sure it is when it comes to self-learning or on the scale of a corporation, but I figured even something as simple as this was much more complex to code.

Overall I felt this problem assignment was not very difficult to program, but I did enjoy creating it. There was one specific thing that I struggled with though, which was building the tree from a file. The method I went with was to use getline to get all the inputs from the file and put it into a vector. Then use a recursive method which had a count variable as a parameter to keep track of where the program was in the vector. I knew I had to build the tree recursively as this was the easiest way, but I could not figure out how to pass a ifstream object as a parameter. Originally I had wanted to pass the ifstream object and just use getline() every time I needed information, but since I couldn’t get it to work I figured the next best thing was to use the solution I mentioned above. This worked well however I’m not sure if this is a clean way to code a recursive solution when you have an index-based variable.

One thing I would suggest changing is to maybe give less detail on how you might code this solution. The reason I say this is because while I appreciated learning what this problem assignment taught me I felt that the way you outlined it made it incredibly easy. I felt as if I just copied what you said to do instead of figuring out how to make it all come together. Yes, I had to actually solve how to make it come together but it was different than PA1 and PA2 in that I felt I had to do research in order to solve the problem. This one seemed like everything was laid out for me I just had to create the lines of code. But then again I like a challenge, and that probably doesn’t work for everyone.