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| Phil O’Connell |  | Journal # | 4 |
|  |  | Covering week #(s) | 9-10 |
|  |  | Due | 11/9/2019 |

First topic...

I had no issues with anything in TD00 or TD01, it was very simple to complete. It was clear to me how the project was organized and the best way to implement the TODOS I chose to take care of. Teams was a fun experience. I’ve never used it before and appreciated the transparency and cohesiveness it fostered as we worked on and talked about the assignment. I appreciated having a professor see our entire team’s discourse as well, because that reinforced accountability and discouraged unprofessionalism. I hope that if I get a job in software development somewhere, the same strategy is applied there so that the workload is fairly distributed.

Second topic...

Unfortunately, there was nothing I needed to look up or further familiarize myself with. As with any of the projects so far, anything missed was missed due to simple accidental negligence rather than a lack of ability. Speaking of which, my mistake forgetting to implement division a couple projects ago. There was no TODO for it, so I simply forgot about that requirement. That’s actually a great example of why TODOS and unit testing are so important. Before this class I wasn’t convinced I would actually need to use those conventions on a regular basis in my own work, but after overlooking a few things I recognize I was just being overconfident. I will be following all such conventions in the future to prevent me from disappointing myself with simple errors.