ITAS185 Name Sam

Assignment Self-Assessment

*Assignment Number* 3

1. What did you learn in completing this assignment?

I learned more about abstract methods and their use. I also learned more about inheritance and making sub classes of a parent class. I also learned a lot more about private methods, their use, how to use them, and why they are helpful.

Finally, I learned that BMWs are the worst!

1. How did you go about completing the assignment and solving problems you had along the way?

For completing this assignment, I had a google doc of possible problems I could run into as well as the code that I believed would solve my problems which greatly helped me organize my thoughts and resolve any issues I ran into. There were a few times where I got stuck so I referenced the slides and would check online to see if I could find a solution to my issue. My biggest roadblock was using the wrong variable in place of another which took me ages to find only with the help of Claude ai which was able to check my code and point it out for me.

1. What did you have difficulty with?

I had the hardest time with the \_\_str\_\_ method of the racetrack and getting it to display the icons how I wanted it to. My first issue was I had the wrong variable used elsewhere which meant no icons showed up after the first round then after that there were a few more things with displaying the correct winner and displaying the winner on the track at the end. I also had trouble with the random code given to use in the assignment, so I did ask chat for help with it and it gave me a revised version which I implemented.

1. What did you do well?

I feel I did quite well with problem solving in this assignment. My google doc of possible issues and solutions was very helpful for resolving issues I ran into quickly and even ones I was not prepared for I feel I was able to solve fairly quickly.

1. How many hours did you spend in completing this assignment?

I spent around 16 hours working on the entire assignment including my brainstorming and planning out in my google docs.

1. What took you the most time?

Writing the \_\_str\_\_ method of the Racetrack class took me the longest time. Getting the icons to display correctly on the track took some trouble shooting then after that having the winner’s icon stay on the track at the end while a simple fix took some thinking to come up with. I also noticed that the incorrect winner would be displayed when 2 or more vehicles reached position 20 as it would always pick the first in the list as the winner instead of which crossed the end first so I needed to implement a fix for that which resulted in the \_\_str\_\_ method taking even more time to complete.