Jeffrey Schachtsick
CS 162: Intro CS II
April 23, 2015
Assignment #2: Shopping List – Reflection

Reflection

What did you learn about the problem as you went? Why or how did you learn it?

In this program, I learned how to build my programs using OOP with classes and the topic of inheritance. I learned how to do this by reading through the class' assigned chapter with more on classes. In this chapter, there was a lot of material on some more advanced topics with classes. More specifically on how to work with inheritance, which helped in developing this program.

Also, the class material included some video content taught by one of the on-line instructors. This material, I had found most useful in having sample code in how to develop inheritance into my OOP.

What tests didn't work out the way you expected? What alterations did you have to make to your program due to failed tests? How could your planned tests have been more complete?

I think the test that gave me the most trouble, was removing an item from the list. My list comprised of vectors and I needed to be able to delete an element inside the vector with the matching criteria from the list and the user's input. In the end, I realized I was making too much out of it and all I needed to do was compare strings and then delete the vector element.

Some more complete tests, could have been some invalid data. Such as entering in characters where double types were needed. In those cases, I would probably need to have some error handling involved to make that work.

What was missing or needed to be altered from your initial design, and why?

From the initial design, there was quite a bit that needed to be altered. As I did in the previous assignment, I had to work in sections to make sure certain items would work first before implementing other things. As I moved along, I had found that some things from the design were not going to work. Most likely because getting more information from re-reading the material in the class textbook or going over the video content lectures produced a different way of handling the design.

What problems did you encounter during implementation? How were you able to solve those problems? What outside sources (sites, books, or other materials) did you find helpful?

As I mentioned above, I would work on certain sections at a time and then verify the piece I implemented is what I had expected which helped. Also, as I moved along I ran into some road blocks and needed to investigate further by either going over the reading material or class lectures. At a couple of those points, I had trouble with implementation, because what I had originally thought in the design was not going to work with where I needed to go. Once, I was able to answer those questions with the in class material, I had found it useful.

Can you generalize any parts of your problem solving experience in a way that might help you on future assignments?

It seemed on this assignment I wasted a lot of time going over the material to make sure everything was correct. Probably one thing I should try on the next assignment, is to read over the assignment. Pick out the new material that needs to be worked into the assignment and write it down. Then I can go over the lecture or reading material and focus on those new items from the assignment.