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Software Design  
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### Computation Art Reflection

Overall, the computational art project went pretty well and the output images were a lot of fun. I was able to implement the `evalutate_random_function` and the `remap_interval` function pretty quickly. What I had the most trouble with was the `build_random_function` part of the assignment. At first I didn't really understand what the function was asking me to do and when I began implementing the function, I had a tough time keeping all the lines of code straight. After reading back through some documentation from Think Python I began to understand the recursive nature of the `build_random_function` and started implementing the function. I will be honest though, I did not have that great of a plan for unit testing. I think in the future, I will use unit tests a lot more when I am writing several functions. I think maybe a more solid understanding of recursion would have helped me with this because I am still a little fuzzy on the topic, but I do realize it might take a little bit longer for me to fully understand it.

As far as scoping, I think the project was appropriately scoped. I wish I had more time to go through and implement some of the extensions. If I have time later in the semester, I will go back and try to see if I can add them to my current code.