

This assignment was probably the most difficult for me, but also probably my favorite one aside from the fifteen game assignment. This assignment pushed me to understand the material more fully and to improve my ability to plan out a useful piece of software from beginning to end. Additionally, this makes for a really good talking point during interviews. So, if I ever have to discuss the most interesting program I ever wrote this one will be at the top of the list!

As for the amount of time it took me to complete this project, I worked pretty consistently on it over the course of two weeks where we were permitted to work on it. So, I would estimate at least 20 to 30 hours, but including office hours and the TA hours I might be underestimating the time I spent on the project all in.

Finally, with respect to this course, I really enjoyed it. Although I included some similar information/comments on my course evaluation, this class was extremely useful in helping me understand the memory layout of computers and also understand some of the syntactic and quirky foibles of Java. Now, I feel like I understand my computer's inner workings better following this class.