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CMSC 21 – 1

Assignment #2 – Lecture 6 & 7

1.

a.

Graphical user interface, text, application

Description automatically generated

b.

Graphical user interface, text, application

Description automatically generated

2.

Graphical user interface, text, application

Description automatically generated

Graphical user interface, text, application

Description automatically generated

Because of item #1, I was reminded how to deal with arrays that have boolean as their values. You will only need to specify the positions of the 1s since the rest will be considered as 0s. No need to further type everything which is really convenient.

The next array is for the “points”. I made an array for this so that it will be easier when coding for the printing of the matrix. If it were not for the array, I might use ifs statements for each letter (which can be a hassle).

A thing that did not work as intended was the paths (where each point can or cannot go to). Even though that there is matrix shown, I was not able to utilize it (the array with boolean values) well when coding for the part where the program tells the user the nearest charging station. Instead, I took note where each point’s nearing station is. I also almost used only if statements in the printing process (telling the user the nearest station). It is a good thing that there is a variety of statements (like the switch (which I used in this program)) that can be used according to what is needed.