

Reflection 2

I think, overall, this project went pretty well. The biggest problem I faced during it was trying to get the ifstream to open tinypix.ppm. I knew that it should, in theory, but no matter how I arranged it the file just refused to open. Me and my friend Alex figured eventually figured out that the ppm file had to actually be in our project's file to work, not just downloaded onto the desktop, and from there it was just a matter of playing around with the code until we got our data to print to the screen the way we wanted it to.

I did run into another, smaller hitch when it came to using LICEcap, since I have a Mac and the download provided wasn't compatible. Comparably this was much easier to overcome: I just emailed my code to my friend's computer and made my gif on there. Though I may have to find a more permanent solution for the future if this whole gif thing continues to be a requirement for assignments.

Beyond those two things, I don't think this project was super challenging or anything. I did have to review how to use a couple of things, but that was more stuff I'd forgotten over the summer and was easy to pick back up again once I skimmed a few examples. It was, of course, satisfying when I got it all working—especially after overcoming the ifstream hitch—but then again it's always satisfying to watch something you worked on run successfully.

I guess the most fun part of the assignment was playing around with how the data printed to the screen. It was a good refresher overall, for that sort of thing, and seeing all the varying results you could make happen was interesting. And that's about all I can think to say on the matter, really.