<u>Summary of experience on the Bee Exercise</u>

The exercise itself was rather straightforward in itself and the information provided was also straightforward. The only struggle I encountered was with the 'Dead' property, this was ambiguous, and I understand it could be done on purpose for one to think and judge for what it should be. Nevertheless, a solution for it was found in the program by using a Boolean data type and it seemed to work with the given scenario.

I was confused in the final bit of part 1: "*although the Damage() method should still be invokable without error*". I wasn't too sure why the Damage() method should be called once a bee is dead, however, from my understanding I just wrote a line which lets the user know that the bee is already dead.

In part 2 of the application, I created 10 instances of each bee type and stored it into a list. However, once that phase was done, I stopped as I got stuck, and I already exceeded the time by 35 minutes.

Also, in part 2 of the application, it requires you to build a UI. This was something I haven't done before as I have been mainly using console to do the programming to improve on the logic of the code.