Design Diary

* Describe a particular struggle that you overcame when working on this programming assignment.

I learned a lot about stack manipulation, far beyond what I practiced with before. It was a bit of a learning curve for me in particular. I had a late start, as well, due to my inability to remain calm during daylight hours. I missed a lot of class time during that week or so of dysfunction.

* Conversely, describe an issue with your assignment that you were unable to resolve.

I was unable to make an educator that worked perfectly. Right now, the educator performs random generations or sequential, and neither of them seem to work efficiently. I do like the visualizations caused by the sequential development.

* Provide advice to a future student on how he or she might succeed on this assignment.

Probably don’t do crazy big projects. I liked my project because I have an interest in AI and how they grow and develop, how you can educate them. I was already passionate about the project and scoped it in on something very small (sorting a string of numbers).

* Describe the most fun aspect of the assignment.

Being able to program whatever I want, and then utilizing data structures to make it efficient and, well, better. I’ve made an app like this before using just nodes and trees, and now I have it with many data structures that give me a lot more ability to manipulate the ‘AI’. I absolutely loved seeing the strings of commands generate.

* Describe the most challenging aspect of the assignment.

Making the educator was very hard. I still don’t feel it’s doing it’s job. The educator is meant to teach the AI how to be a good sorter by giving it incentives and punishments, but I feel the AI isn’t learning as fast as it could, which I blame the educator for.

* Describe the most difficult aspect of the assignment to understand.

The presentation was a bit confusing, but I had fun with it and enjoyed it. I’m normally not so bad at public speaking but this was surprisingly difficult. I don’t feel this is an issue with the assignment and more an issue with how I presented myself.

* Provide any suggestions for improving the assignment in the future.

This was a fun assignment, especially with the presentations at the end. I really enjoyed seeing what everyone’s creativity generated. I feel like this should be accompanied by periodic check-in presentations, like in the workforce. I want to see a brief 2-minute synopsis of what people are working on, what their current issue is, and what their goal is. That’ll also encourage people to work on this project as a long-term commit and not as a one-night event.