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PA 3 reflection

In general, I think learning algorithms and applying it to a program assignment is fascinating because I get to see an example of situations it can be applied to. I also find it enjoying because we are technically using math concepts and that always makes sense. I have noticed that when I think in math and program, it becomes more enjoyable to deal with data. Or it could be that the material from Discrete Mathematics is finally being applied to programming and now it’s all making sense. This assignment seemed to be simpler than I thought as the most important code was given to us already.

One thing that threw me off was that I forgot to fetch for the last change done on the PA3, so for one of my files, I was missing a connection and was getting a different result. It was producing the correct time for that map, but it wasn’t the right map. Other than that, that was my main issue. I tend to overlook the details I think wouldn’t be the issue, and in the end, it turns out to be issue.

What really helped for this assignment, was to find the paths of the given maps on a piece paper like we have done in class. This was done in order to check if I was getting the correct results. Doing this, made it easier to program because I was able to walk through the steps of what my intentions were. I also wrote comments to increase readability but I’m not sure if a reader would understand because no one can interpret something the way it was originally intended for.

I do remember wanting to add a function that returned the \_graph that was created in the Graph class. Doing so, would allow me to directly check if the houses from the map.txt files existed. If they did not exist on the \_graph, I would add the house as a vertex, if it did, then don’t. However, then I thought a function that directly returned the \_graph would ruin the purpose of the actual class; also, maybe pose as a security issue since data would easily be accessible (plus it’s most likely not good practice to do so).