Pair programming- Tushita – with Janelle

My second pair-programming session was with Janelle. This time, I made sure that we scheduled the session towards the end of the day to avoid feeling tired and worn out for the rest of the day. Working with Janelle was overall a great experience. She is very quick and intelligent, so she picked out many of my mistakes when I was typing the code. Although we got a little distracted for about ten minutes in the midst of our session due to the ongoing construction besides Spinks, we actually found that we were very productive by the end. I could not have produced the same amount of code by myself in many hours. Because she is very experienced with integration of games, we not only finished majority of the Board class (which is central to the system), I also got to learn a lot of tips about integration from her! This time, I focused on vocalizing what I was thinking, after learning from my past session with Nick. I believe (and hope) that I did a very good job in communicating what I was thinking. I am pretty happy with how I performed in the session, I learned a lot – in terms of techniques and communication – and felt confident about my produced code.