

FIT 1048 Assignment 3: Reflection

Name: Vhera Kaey Vijayaraj

Student ID: 28903013

Motivations for program design:

I designed the program like so; using a player and board class because it is easier to store and retrieve variables using an object (a class), and then an application file which runs the game. Both the classes have attributes that they are associated with and that would be suitable to belong to them. I also used references and pointers to be able to change values directly when passed into functions. I also made all the attributes of the class private and the methods of the class public. This is so that only objects of the class will be able to access/ change the attributes.

How well the design was to implement:

The design was easy to implement. I did not have to make any global variables compared to my first assignment. This is because I stored a majority of variables in the classes, and all I had to do was pass the classes into functions to use them/ modify them. I made the objects of the Board and Player class pointers. This is so that they can be changed when passed into functions. Since I used references as well, I'm able to not have return statements in most functions as I can just change the values directly. Each function I implemented also does one thing. This makes them reusable and makes the code look less cluttered. This also makes the functions reusable and prevents duplication of code. This is better for the long run if the game was to be modified/ improved, modifications would be easier.

What I would do differently:

If I had to do this assignment over again, I would store more things in the classes. This is to prevent having so many variables and prevents passing too many things into functions, because when you have classes, you would only need to pass in that class itself (as all the attributes reside in that class). This would prevent complicating things. I would also add more classes such as an Enum class for the level of difficulty as that would make it easier to retrieve certain information.