1. What changed between your preliminary and final designs

There were a few changes that happened from the initial design to the final design. First off, the ArithmeticNode Class needed a few more variables and a couple more methods for the linked lists to be built correctly. The second change that occurred had to do with the InputFile class. I ended up removing a method or two because it turns out they were not needed. The biggest change that occurred had to do with adding the MyLinkedList class and the Node subclass.

1. Why you had to make those changes

The main reason I made the changes to the ArithmeticNode Class was because I was not certain at the time how I wanted to handle the file input. As far as building the Linked List from scratch I greatly underestimated what the program would need in terms of classes and methods. While the classes themselves are not too code heavy, I was still trying to keep the project as clean as possible

1. Lessons learned about design from the changes you had to make

This project helped me see the value in preplanning. It helped me gather my thoughts and gave me a direction to start with versus starting the project blindly. These changes helped me better understand how valuable preplanning is. Had I not thought this out before, there would have been many changes and ‘do overs’ as opposed to having an outline to go by.