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Reflection

The objective of lab 02 was to practice input, output, math, designing algorithms and test cases, and applying the usability principles for human-computer interaction to your input and output in this lab. To learn how to make the code have the ability to make decisions and to determine if the population has grown or shrunk.

The procedure went smoothly as we met up and we were together for the most part. Firstly, I met up with Krishon, Korede and Rayan to make a game plan and figure out what to do. Rayan made the test cases, and I wrote the main code in PyCharm. Krishon wrote the algorithm so I could follow that to write the code. Korede made the test cases for the Github with the three of them. We were a group of four so we couldn’t go into the same GitHub as the maximum capacity was three so me and Krishon both made a code which is basically the same so that we could hand it in on GitHub for the full group. A technique we used was thinking aloud and group force. The Key Concepts we explored were teamwork and designing algorithms. We explored these by working together and figuring out how to make the code look nice and clear so that every non-coder could also understand our code.

The results did match my expectations. They even exceeded my expectations a bit. It went a lot better than my first lab so I’m happy to see the progress we made, and I think the group I worked with to make this was very helpful. We tried using various test cases as well as extreme test cases. The code worked for every test case we used.

We didn’t really encounter may challenges but a challenge we encountered was setting up a time to meet with each other as meeting with four people and busy schedules was hard but we managed to work it out. We followed the three rules of programming. For the first rule of programming ‘Thinking, designing and planning’ we first looked at the problem question and thought about what it meant and then designed and planned how we were going to write the code. For the second rule, ‘A Program is a human readable human essay’ we made sure that anybody could understand the program even someone who has no experience in programming. For the last rule ‘The best way to improve is to practice’ Krishon, Korede and Rayan and I practiced a lot as we came in on Monday night for a few hours to work on the code.

In conclusion we learnt a lot from this project, and the teamwork was great and helpful. I improved my coding skills a lot more. I am really starting to understand what I am coding.