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Reflection

* Objective:

For this assignment I was supposed to get better with practicing input and output, incorporate decision-making into my program, and showcase my creativity.

* Procedure:

At first, I had to fully understand the problem, then develop an algorithm that would help me design my code. Next, I would develop test cases to test my code and then write my code to finish out my project. In taking these steps, I had to make sure I was including proper input and outputs, decision-making, and being creative.

* Results:

My code ended up working just like I had designed it in my algorithm. I tested my code with various test cases, including different inputs that would prompt different outputs.

* Reflection:

Looking back on my project, I would definitely say that developing the algorithm was the hardest part of the project. I had not developed an algorithm as complex as the one I had to make before, so it was a challenge. Another challenge was finding time to do this project while studying for the test in class. I eventually overcame these challenges, spending a lot of time learning about and practicing developing algorithms and managing time to do this project. My key takeaways from this project are understanding more about developing algorithms and incorporating decision-making and creativity into my program. I think because of these takeaways, I would say I accomplished what I was supposed to learn. Overall the project went well, and working by myself had its positives and negatives, having my own ability to shape my code and decisions but having a larger workload.