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Reflection

1. My first challenge was to think of a creative story. Another challenge I faced were issues in the initial design.
2. I followed the 3 rules of programming by first planning what I needed to do, then by coding based on my algorithm and testing my algorithm to make sure it works.
3. I overcame my challenge of a creative story by looking up Ideas and planning out a story before I started my algorithm. I fixed my initial design by looking it over and changing most of my elifs to elses.
4. Some of the key takeaways I had were better ways to use else and elif statements. I also learned about effective ways to work on test cases. I also learned the importance of planning to effectively complete a program.
5. I think I learned what I was supposed to learn in this PA.
6. Working by myself was kind of nice. I could work at my own pace and not worry about going to fast or slow. It would have however been easier if there was someone else to help and fix any mistakes. Overall, it was not that bad and I believe I was able to complete the assignment in an effective way.