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Reflection

Some challenges I encountered was knowing when to indent with the code and coming up the type of game to begin with. With the help of my friend, however, I was able to make all 56 errors be gone. To think of a type of game I thought of something I enjoy, which is traveling. I followed the first three rules of programming by planning my code with an initial and final algorithm, test cases, and lots of thinking. I made a human readable essay with my program so that it is general enough for anyone to use it. I also practiced the code several times with trial and error to perfect the results. I overcame my obstacles by using my resources and testing my code numerous times. A key takeaway I have from this lab is that working by yourself is definitely more work than working with a partner like in labs, but also that I am able to code without a partner, it just takes a little longer. I think I learned what I was supposed to which was working with several different operators and ways of writing code along with working by myself. I enjoyed doing everything at my own pace and not having to schedule a time when to finish the assignment, but I also procrastinated way too much. Overall, I think this was a 6.5/10 assignment for me.