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Reflection of Homework 3

This homework for which we had to design a working Card Game using the given codes and partial implementation was especially challenging for me. Even though most of the classes and methods were explained on the slides, reading someone else's codes was a different experience. That's why it was very hard to understand what I was supposed to do and how the game was supposed to work. And since understanding it was such a hard job, completing the rest of the code was even harder to do.

I read the explanation on the slides, however the classes and methods were quite different. After reading the slides I understood how the game works and completed some classes without experiencing any problem, however I spent a lot of time trying to understand and complete classes such as "CardGame", "MyCardGame" and "Player". I had to modify a couple of parts that were already written because some methods existed in multiple classes and some return types didn't work well with the rest of the code. For example I spent hours trying to get the "getWinners" method to work.

Meanwhile, what took most of my time while doing this homework was fixing the errors after writing my code. Firstly, I had a "NullPointerException" error which was caused by a mistake in the "playTurn" method. Afterwards, I couldn't update the round number because I had written the code in the wrong if clause. And finally, I couldn't update the score card which was the hardest problem I had to solve.

To sum up, I realized that writing code from scratch is much easier than completing an unfinished project that's not well explained. And even though I did very hard projects in the past, this was very different because when you can't understand what you're supposed to do, you can't complete the work even if you spend hours on it. I also realized the importance of writing comments on personal codes as it would be impossible for others to understand it otherwise. Finally, I feel like this homework taught me a lot even though it took a lot of time.