**COSC343 – Assignment 1:**

**Robots on a chessboard**

At first we all tried to write simple code to come up with a solution to counting the black tiles. From here we chose the best code and each chose the next piece to work on. I chose turning the robot, frank started with task two (the scanner) and nick thought of ways to make sure the robot moved in a straight line in task one. We mixed and matched with what we did for these tasks as each person would come up with different ways of accomplishing a task. For example the driving in a straight line had multiple methods and with debugging and trial and error, we came out with one complete algorithm. Frank and myself chose to do the majority of the debugging and leaving the bulk of the final write up to Nick.

This was my first proper group assignment for any of my COSC papers. Coming of the back of papers such as COMP160/150 - where all the coding was done by myself-it was difficult to have to divide certain parts of the work up. This was because each person had a different way of programming and approaching a task a different way, which in its own is a good thing because you have a variety of different implementations of algorithms, and can choose one which is the most efficient. The downside of this was when code for different tasks were joined a lot of things had to be changed so that the codes were compatible. It seemed near the end that it was faster to just work off one computer and all input ideas, and work from there.