Assignment 2 Reflection

In writing assignment 2, I focused on being more specific with the naming since unlike the object oriented principles used in assignment 1, data structures for functional programming are immutable, so they cannot be updated by the methods. Instead, adhering to functional programming principles meant that each worked as independent cogs in the larger program, which required going back through 1 and building each step by step which was more tedious.

The for-loops from assignment 1 were also replaced with lists and other higher functions such as *map* and *filter*. This made the assignment 2 code a bit more abstract but more straightforward compared to the previous.

The pure function principle meant that each function could work independently outside of the program. Thus unlike in OOP where each method or function would be updated, functional programming required that all functions be able to operate without altering the calling environment around them.