COS10009 INTRODUCTION TO PROGRAMMING (VIETNAM)

LEARNING SUMMARY REPORT

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Self-Assessment Details

The following checklists provide an overview of my self-assessment for this unit.

	Pass (D)	Credit (C)	Distinction (B)	High Distinction (A)
Self-Assessment (please tick)		✓		

Self-assessment Statement

	Included (please tick)
Learning Summary Report	✓
Test 1 and Test 2 are Compete in Doubtfire	✓
Ruby programs that demonstrate coverage of core concepts	✓
A C program that demonstrates coverage of core concepts	✓

Minimum Pass Checklist

	Included (please tick)
All Credit Tasks are Complete on Doubtfire	No Data Yet

Minimum Credit Checklist, in addition to Pass Checklist

	Included (please tick)
Distinction tasks (other than Custom Program) are Complete	×
Custom program meets Distinction criteria & Interview booked	×
Design report has structure chart and screenshots of program	×

Minimum Distinction Checklist, in addition to Credit Checklist

	Included (please tick)
HD Project included	×
Custom project meets HD requirements	×

Minimum High Distinction Checklist, in addition to Distinction Checklist

Declaration

I declare that this portfolio is my individual work. I have not copied from any other student's work or from any other source except where due acknowledgment is made explicitly in the text, nor has any part of this submission been written for me by another person.

Signature:	Gia Huy	≀Ngu	yen

Portfolio Overview

This portfolio includes work that demonstrates that I have achieve all Unit Learning Outcomes for COS10009 Unit Title to a **Credit** level.

I completed all the tutorial tasks, pass tasks, credit tasks (except 7.2C), test 1, test 2 (to sacrifice the requirements to pass the unit) and demonstrated a minimal level of understanding of the learning outcomes.

For Pass: The pass tasks were mostly simple and did not necessitate a high level of critical thinking. Task 7.1 was about creating a custom music player that required us to create a text music player; I spent a significant amount of time on this task. It was a bit of a challenge, but I eventually finished it.

For Credit: The credit task is more difficult than the pass tasks; I've completed almost all of them, but the one I can't finish is the 7.2C; the Gosu task in the Credit task requires too much knowledge of coding and is beyond my understanding of Ruby and Gosu; as a person who is new to learning, I decided to dismiss this task.

Reflection

The most important things I learnt:

The most important thing I've learned from this unit is that I've learned and introduced a number of new programming languages, including Ruby and C. I can gain a better understanding of structures, logic, coding, and so on, and apply it to create a few small programs or games. That would be extremely beneficial to my future programming career.

The things that helped me most were:

The short lectures in the tutorials greatly aided my learning because it is much easier to ask questions in the tutorial and the tutor can go over them in greater depth, which is not always possible in the lecture. The University's resources, such as the Canvas system, online library and Ed systems, assist me in checking my code and receiving assistance from lecturers during tutorial sessions. They have been extremely helpful with this unit.

I found the following topics particularly challenging:

I found Gosu to be quite difficult for me because we need to understand the structure, method... and combination of these, as well as creativity, in order to complete the Gosu tasks. To get the program to run, I had to be extremely cautious and precisely fix each problem. That took a lot of time and patience because I had to fix it through trial and error at times.

I found the following topics particularly interesting:

I found Gosu to be an interesting task because I can draw shapes, colour them, and make shapes move, so there was a lot of room for creativity. I was also interested in C and Ruby, but we only learned about them in this course.

I feel I learnt these topics, concepts, and/or tools really well:

I believe I am not very good at learning any topics, concepts, or tools. I believe I have only learned the fundamentals of it, as evidenced by the grade I am aiming for. Because I struggled to begin the Distinction and High Distinction tasks, I did not learn any of the topics/concepts with a deep level of understanding.

I still need to work on the following areas:

I still feel like I need to work on creating custom programs from scratch. That is why I was unable to complete the Distinction and High Distinction tasks, which mostly dealt with custom programs. The D and HD tasks require us to create a program from scratch, so we must draw the map code in order to create a program. The layout code in the Pass and Credit tasks is suitable for me, but the Distinction and High Distinction tasks are more complicated than my knowledge.

My progress in this unit was ...:

No data yet.

This unit will help me in the future:

This unit, I believe, will serve as a springboard for all of the future programming courses I will need to take in order to complete my degree. With my foundational knowledge of the Ruby programming language, I will be able to learn other languages in the future.

If I did this unit again I would do the following things differently:

If I were to repeat this unit, I would allocate time for each task differently, plan the tasks better, and allocate time accordingly. I need to improve my time management skills so that I don't miss any deadlines. In addition, I must demonstrate my ability to aim for any level of grades. And I need to contact the lecturer right away if I have a problem or if something is unclear about the lecture.

Other ...:

None of things.