

Reflection

One of my favourite aspects of programming throughout this course was finally getting a section of code to work after hours of debugging and trying to figure out what would be wrong with it. For example, in one of the first exercises (dodge-em exercise), I remember I misspelt one of the objects I had “responsibilitiesImg” as “responsibilitesImg”, and that took me about 2 hours to figure out. It was a huge sigh of relief after finally discovering it was just a simple spelling mistake. In regards to the most challenging elements, for me, it’s not the coding itself but rather applying individual coding aspects together to create a whole idea conceptually. It’s the sort of abstract thinking we have to do to create something greater than just a line of code. Sometimes I can just be staring at a screen for a long time not knowing what the next step should be to get what I want displayed in the program. Surprisingly, my favourite project/effect/code was the “love-actually” exercise, because it helped me grasp the usage of states the best, especially for different title screens, simulations, etc... It was a skill that I used a lot in the later exercises and projects. Also, something as simple as a confetti effect with a few lines of code to create it was very satisfying because I got a cool effect that I like, that who doesn’t know how to program would think is difficult to display. Concerning the future of my programming practice, I’m hoping to learn more about the use of custom/new libraries as it’s something I touched on a bit during the prototype of Project 2. It seems like there are a lot of possibilities out there with all the libraries available and you can create some cool animations, simulations, and overall make your coding experience less of a hassle if you learn and utilize specific libraries.