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<u>My Relationship with Programming Now</u>

Well to begin, my knowledge to programming prior to this course was quite minimal or basic especially after taking *Cart-253* and previous computer science courses I took back in cegep. I knew things like p5.js, HTML, a grain of SQL, JavaScript, Java, and CSS. I just knew how to make fun cute basic programs that were somewhat pretty thanks to the previous semester. I believe my programming knowledge was mostly limited to making things aesthetically pleasing and simple interactive games. This is mostly the case because my relationship with coding/programming in general before this course was mostly negative. Simply said, I don't like coding, I have a love hate relationship with it and I'm still in the process of learning to like it throughout this program. I get frustrated easily, get unbelievably lost and have some difficulty sometimes understanding how to make code work. Regardless, I do find enjoyment in eventually seeing the output of my hard work and enjoy creating games/programs/art with my code. Aside from that, I would say all in all my past with programming was sadly mostly a negative one.

With my past with programming now mentioned, I think it's safe to say my present relationship with it is slightly different. This course was particularly fun because of the whole audio, voice, and sound aspect of it. These components are highly connected to my approach to creativity for many reasons. For one, I had to be extremely creative with all the "jams" this semester because I've never really thought or had to incorporate audio interactive aspects in my past programs. I would like to say ml5 was the highlight of my semester in this course. I particularly enjoyed figuring out how to make the computer use machine learning in general since it was something I had never interacted with before and it was even more amusing seeing what the computer would do by itself also. What I mean is mixing code together and not necessarily getting what I wanted or was asking the program to do for me but discovering that it can do something totally different also. Basically, the beauty in mistakes and learning through them.

On another note, I believe that I really enjoyed this course because in general outside of programming I appreciate audio and sound design in everything very passionately. Which kind of explains why I had so much fun including audio in my small programs and figuring out that I could incorporate my own audio instructions. I managed to accomplish this with learning p5.js speech's library which was another highlight of this semester. Having a talking computer while coding was funny to the point that I shared it with my friends outside of the program which made the whole learning process a lot more amusing. This indirectly made me want to learn more about the library and understand the code a lot more than I usually do. Saying that makes me realize how my relationship with coding has slightly shifted to a positive one with how much I enjoyed figuring out the code in my "jams". I would say that I've gotten comfortable with how the speech library works and that it's what I'm stronger at amongst all the stuff I've learnt throughout this course.

On a similar note of mentioning what I got good at in this class, it is time to talk about the challenges I faced with programming this semester. The biggest challenge I faced was definitely Phaser 3. I struggled. I got mad. I was confused and I was many other things that were anything but being okay. I believe it was just hard for me to learn or understand the library and how it works since I was so used to p5.js and wasn't expecting something totally brand new, I had a hard time getting the syntax. On top of that, I think the main reason why I had so much difficulty with Phaser 3 is that I had to learn/incorporate it into a program in a super short amount of time. Instead of fully learning it and mastering it I had to speed run it and create a program somewhat functional with the examples of Phaser 3 which was also hard, mixing code from Phaser 3 and trying to create my own was a massive challenge. For that part I'm mostly to blame due to my poor time management at that point of the semester, so I won't totally blame Phaser 3 itself for my bad relationship with it. Truthfully, I'm happy to have been introduced to this library but it most definitely isn't my cup of tea.

For my outro for this essay, after taking this class there are a few aspects of programming that I wouldn't mind exploring in the future. The main thing I want to do or get better at regarding my programming relationship is mixing languages more fluidly. What I mean by that is getting better at meshing CSS, JS and HTML together on singular programs.

Towards the end of the course, we briefly saw how they work, and it opened my curiosity. While still considering myself a major noob in programming/coding I want to be able to create programs that seamlessly use the previous mentioned languages together and do it easily. I kind of tried to do this with my final project but it took me a really long time, I struggled immensely doing it and I realized how difficult it is do to so, hence why I want to genuinely get better at combining languages. Also, it's a very good skill to have in this program and in the world of tech!

The absolute last part to say about my relationship with programing is that now I can have fun with audio components and make the computer talk back to me in hilarious manners. This has improved my relationship with programming a bit in a positive manner unlike how I initially started at the beginning of the semester.

Thanks for everything and teaching me so many things this semester! Genuinely had fun. 😊

1000 words