**Assignment #3: My Greatest Challenge**

**2. There is No Coding Pill...**

The greatest self-lie you can tell is that any program will *teach* you to code. Instead, it's important to realize that, in order to succeed, *YOU* must own your learning experience.

Coding, like any craft, requires diligent effort, constant experimentation, and a relentless desire to self-improve. These characteristics cannot be taught in any classroom. From Day 1 through Day 180 and beyond, remind yourself that YOU are responsible for your ultimate success. We will be here to guide, to encourage, to facilitate, to point out your mistakes, and to show you the path, but it's up to you to put in the effort.

Don't get discouraged!

**4. Patience Makes Perfect...**

Tied to the previous suggestion is a second piece, often forgotten. Not only will learning to code require many hours, it will also require many months (and frankly years) to master. Don't rush success!

For almost all of you, the first couple months or so of the program will be particularly challenging. In fact, for many of you, this period will be one in which you doubt your eventual success through the program. Resist the urge to give in or to become hopeless.

Realize that learning this craft will require consistent effort, which will iteratively build your skills and understanding. What will seem challenging, confusing, and distressing in Week 3—will seem completely second nature by Week 24. *Intensity is no substitute for consistency.*

**6. Crumple the Paper Tiger...**

*Am I doing this right...?*

The five most hated words of every development instructor.

These words aren't hated because your instructor is unwilling or is unable to help. Rather, they're hated because they suggest that a student is afraid to *try* something on their own. As you enter the classroom, learn to abolish this phrase from your vocabulary.

Instead, learn to try things on your own, to test what you can, and to do a bit of debugging first. *Then* turn to your instructor and say, "I tried such and such. It didn't work so I tried such and such. But it still didn't work. What should I try now?"

Notice the change in tone. Instead of timidly asking for assurance, give yourself permission to *just try*.

The best way to fail is on your own terms.

### 10. Fixing Things Takes Time...

One of the most frustrating aspects to new students of software development is the sheer amount of time it takes to troubleshoot (or debug) issues in code. At times, it might even feel like fixing an issue is taking 3–4 times as long as conceiving the original solution.

Know in advance that this is completely normal.

For novices and experts alike, fixing code is often the most time-consuming task of all. Instead of seeing these spent hours as a distraction, learn to see them as a critical part of the learning process. Each bug you pursue is a lengthy lesson that adds to your arsenal of understanding.

I work as a Sr. Business Systems Analyst at a Bank. I started as a Project Manager and landed in this new role. It’s been a great way for me to learn more of the technical side of my business. I am excited to be learning new things but it has so far been humbling because I do not know a lot of things that seem to be second nature to many of my co-workers but I’m new at it so I’m push through.

I am currently working on a mapping work. I’m new to learning HML and software language. I enjoy the work, but it is a little intimidating. Which is part of why I’m taking this course. In reading my greatest challenges section of the reading there were several items I feel will be challenging for me.

There is No coding pill-being new to coding it is a bit intimidating during my short time mapping I’ve struggled a little bit with figuring out coding. I have had to push through and not give up. Which then brings me to patience makes perfect. This is challenging at time while learning new things, but I have not given up.

Crumple the Paper Tiger is also hard for me. I like to know that I am on the right path and doing what I need to be doing but have found that I can’t run everything by my boss because he’s very busy. This is forcing me to try to figure it out on my own without checking with him first. The more I try the more confident I’m getting even if I’m not 100% sure I’m doing it correctly.

Fixing things Takes time is one of the most frustrating parts of this work for me so far. It is frustrating going back and forth with the team validating the mapping/coding work. It’s been a mix of mapping/coding/validating errors that is causing issues and being new to mapping it has been very time consuming. Iearning this is part of the process.