**First Year Self-Reflection**

In my first year in computer science, I really enjoyed it and I want to start by saying that the teachers I had are great and very passionate people. When I first started in computer science, I had an interest in programming and especially computers and technology. All I do is follow tech and explore the latest cutting-edge technologies, so I thought this program was perfect. So far, I really enjoyed it and I have learned so much about how the internet and tech works. This year I have especially developed my problem-solving skills greatly and I have learned how to analyse program specifications. When I started, I didn’t think like an object-oriented programmer, I always thought of problems as one big think that you handle in one go, like the math problems in high school. But with this programming especially in the programming class I have learned the importance of splitting the problem in small pieces. This helps me separate tasks in my code and write cleaner and easier to understand code. When I started coding in C# at home, which is similar to Java, I didn’t grasp the concept of separating code in methods/functions, but now it makes sense I don’t really know how to explain this, but it looks cleaner and is easier to understand when reading, also I learned it is good practice. This course really helped to develop this early in the year and with small projects that help to practice. Now in second semester I have gone even further with bigger projects that require a deeper analysis for a better understanding of the requirements. At first, I wasn’t expecting the preparations to take more time than it did in the first semester, because to me it was about going straight to coding. With this course and especially my programming teacher I learned that this is terrible practice, and I should take the time to make good preparations like a UML class diagram and thorough test cases. Now at the end of my first year am I proud of what I have make in this first year and I am very happy with the progress I have made as a programmer and a computer scientist in general.

**First-Year Learning Outcomes**

This year I have worked on many projects that involve solving simple problems using Java, HTML, CSS, and JavaScript. Some of my favorite, and the ones that have helped the most, are the fourth assignment in programming I which was written in Java. It was about [converting roman numerals](https://github.com/HeritageCollegeClassroom/2022-program-exit-assessment-Claude-White/tree/master/1stYear/Roman%20Numeral%20Calculator/CWhite_G10_A04) and making simple calculations with these numbers that where input from a file. This was one of the best projects from the first semester in my opinion because it was a very challenging at the time, but I think it was one of the projects that make me progress the most in my first semester. Another of my favorite/best projects in my first semester was the [static website](https://github.com/HeritageCollegeClassroom/2022-program-exit-assessment-Claude-White/tree/master/1stYear/Static_Website) in web programming because the freedom we were given in this assignment was really appreciated, I could express my way of making a website and show what I could do at the time. In my opinion it is a good milestone project and I think in terms of web programming it helped grow my understanding of HTML and CSS. Then I transitioned to my second semester and this one was very exciting because we started playing web interactive web pages and we moves out the console and started using JFrames! For example, the [game of Sudoku](https://github.com/HeritageCollegeClassroom/2022-program-exit-assessment-Claude-White/tree/master/1stYear/Sudoku%20Game/CWhite_G20_A02_Sudoku) I made in Java is my favorite projects in programming class this year, because I made a game, not a program that does some calculations for no reason, I made a game! This was exciting for me and got me excited for projects to come. Finally in web we made a game as well (I really like making games), it is a game about rolling dice and betting on an outcome, but I learned how to use class and multiple JavaScript files in one project, I also learned about storing information collected in session or local storage. The second year was really fun project-wise and again I really enjoyed it. I think making games really stuck with me because that’s where I came from before this program. I made some games in Unity and C# and loved watching “dev logs”, and when school started requiring things that I liked doing on my own, it was so refreshing. Finally, school was about what I cared about. I never really connected with high school because we didn’t do what I had a passion for, but this program changed how I see school and I’m glad it did.