

I feel like I spent more time learning syntax and programming concepts than actually coding. This probably happened because my inexperience with p5 and being unable to put my thoughts into code due to the inexperience. I found that later on, I was spending a lot more time actually coding rather than learning the concepts. I feel that taking some time to learn certain concepts helped speed up the programming process as well as made the final product better than what I could accomplish before. It also made it simpler to use custom libraries.

Processing was a little confusing as I had to learn about data types and how they worked. However, the concept of classes and functions were a lot more clear on Processing and I was able to understand object oriented programming from working with Processing. P5 for me was a lot easier to understand, which is why I ended up focusing on it. The only struggle I had with the system was finding where the bugs were is a lot more confusing than it was on Processing. Being able to understand how to work around that was important to continue using the language.

“Procedural programming” and object oriented programming both break down tasks into smaller more manageable parts. When I use both methods, I found the analogy of your program being similar to a car was helpful in understanding how to break down certain tasks to individual parts. The main difference between OOP and procedural programming is the objects in OOP. With those objects, creating multiple instances of your classes is possible, unlike procedural programming where you have to work with the data structures given to you.

For my final project, I had to lean a little more into procedural programming as I found that creating objects was slowing down my progress. Leaning more into basic for loops and functions as well as the built-in features in the library I used allowed for the project to blossom. As for the bugs, I found I was not running into many bugs at all, thankfully. The only major one I found was importing fonts, which I figured out was just me not placing it in the preload function. I did run into performance issues which I suspect comes from how I structured my code. If I were to do it again, I would’ve spent more time deciphering the library’s documentation to understand how to properly use the objects and functions.

I think I’ll probably continue programming, there is a lot that I want to learn how to do and programming could be a tool to accomplish it. This class has helped somewhat with my web dev course as Javascript code translated pretty fluidly between the two classes.