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General Program Learning Outcomes

In the last year I have learned many things such as problem solving and analyzing techniques. In my computer science class I took before coming to Cegep, I wasn’t taught problem solving and was just supposed to trial and error my way through programs I made. However, when I started my Math class, I learned how to find my way through problems the first time. I now knew how to analyze a problem using truth tables and find data using graphs. Although with my problem-solving skills gained, I realized that I had much more work then I was used to, so I had to learn how to properly manage my time.

Managing my time was easy for me as I already managed my time by evenly balancing my schoolwork and my homework. This was working fine, until Covid-19 kept me in my house. I didn’t realize the impact of this until my work started piling up. My past system didn’t work anymore because there was no schoolwork, the balance was broken, so then I tried to up my work time to how I would normally work and create a list to monitor my work, but it was already snowballing and there was nothing I could do. This event taught me the importance of managing my time and adapting to new situations. In the future I’ll know to change how I manage time with my situation instead of using a general system for everything.

I developed my team abilities in my English class. Almost all assignments could be done in a team, so I learned to communicate with my team members on what times to work and what parts we were each doing. If a team member didn’t understand something or needed help with their section, one of the other team members would help to the best of their abilities. Although this team was only my friends, so because I don’t know how I’ll fare with strangers, I’ve started trying to work with more people and expand my social circle to practice getting along with strangers.

First-Year Learning Outcomes

I learned a lot more than I thought I would throughout this first year. I thought I’d be just learning the basics and doing more complicated programs in second year, but when I learned that I already had the technical prowess to create a site, that’s when I realized how much I really learned. Even though the static site I created in my first semester doesn’t have JavaScript, I’m still proud of what I made. This also extends to second semester’s card game. Thinking of going from a static site to one that plays an entire game was daunting, but in the end I persevered.

This also extends to Java programs. Going from a class that adds two numbers to a program that allows the user to play sudoku in its own frame is a big leap for a year, yet it felt like a reasonable leap. Learning everything line by line allows me to be able to use that code elsewhere and I can solve my own problems I run into while coding by knowing what certain lines of code do. For example, in my sudoku code, I use parseInt many times. When I ran into a problem involving that, I could remember an assignment I did in the first semester that used parseInt. Learning from my mistakes then, allowed me to fix my mistake in the future.

Something I learned that was important to me was the difference between jobs in the computer science field. I had originally chosen computer science as my program because I just liked coding, so learning the difference between an IT worker and a network analyst was very important. Although I still don’t quite know the specific area I want to work, I now know what my options are.