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AP Computer Science

20.08: From Python to Java

I originally took this course because I wanted to expand my knowledge of computer science and take a formal course on it, I already knew python, but I didn’t learn it in a formal course. I walked into this course wanting to learn the syntax and use-cases for java, but now coming out, I actually learned so much about computer science and programming in general. If someone right now asked what computer science is about I would say problem solving, often your first iteration of your code doesn’t work, so you refine it and run it again, but now you have discovered new problem with your code, so you refine and so on. During the course I learned a lot more about general problem solving than I thought. I have always been fairly tech-savvy, but I think this knowledge can help me learn more quicker and even solve problems with java.

I thought the elevens lab was super cool because I could just change some of the logic to the game and it could completely change everything and I didn’t even need to understand how the user interface worked to edit the game. I did wish however that I learned a bit more about graphical user interfaces though the elevens lab, maybe being introduced to some of the code that runs the GUI. I think now more than ever I will go into computer science as a career and continue my education in computer science.

At the end of the day, I really think this is a great course that leaves the student with a full understanding of basic and more advanced java. But most importantly it gives the student enough knowledge to research more on their own, so they can continue their own computer science education further into java, or into other languages.