What I learned – Reset phase Week 4

This was the last week of the reset phase, I think this one was lighter than the past two, as we didn't have difficult tasks like coding problems that could take us days to resolve them, we only had our weekly videos and one reading, and instead of a code problem, we had to work in creating an idea and implement the pretotype technique on it. I am going to go through the main insights I learned throughout the week and finish with the task entitled to us.

I learned about some characteristics of having a growth mindset. I have always tried to be this way because I believe this is how you can be more open to new things and it will guide you into a more enjoyable lifestyle. For example, you must be open to change, embrace it, because most of the time whenever we fight change, we end up losing. One characteristic that was tough for me to accept it was critique because I would just go into a defensive mode thinking people only meant it in a bad way. Over time with everything I've learned I started to be more open-minded on my mistakes and understand I can change them if I just listen to what other people have to say about them. Something else that helped me through school, and I want to share it here, which has to do with embracing change and failure, is to worry less. As a kid, I would always overthink and worry about my grades, as I wanted to please my parents, but I just couldn't get good ones. After I finish secondary school, I changed the way I thought about exams, when the test came I would just say to myself, if you give everything you've got, then it doesn't matter what grade I received, because I couldn't do anything else to change it. Of course, if I didn't do well, I would go through my mistakes and think about what I've could do better and prepare myself for the next one. This helped to get better grades because before I would overthink and worry a lot, and that would just affect me during the exam, you could say I started to accept my fate, but of course, I would put my effort into it.

Half of the videos of this week were about testing, you have to test, test, and test things until you finish your project. This got stuck into my mind and I understood why testing is very important when it comes to programming. It can save you tons of work if you just take your time and test things. Everyone knows that it won't work the first time you try something, but it is easier to fix 10 lines of code you wrote after your last test than 50 lines you have written nonstop, as whenever something goes wrong you can just go back to when it did. Testing is related to chaos because whenever there is a test, it can go two ways, either you pass and everything is good, or you fail it and you can start to panic and worry or accept it and work on it. As a programmer you have to be ok with chaos and manage it, because things will go wrong you can't avoid it, and you should want them to go this way, because the faster it fails, the faster you can fix it.

I want to finish my learnings of this week with the homework we were tasked to do, which was about pretotypes. A pretotype is a way of testing or trying ideas with the best gathering of data and the least possible monetary expense. An example I liked, was how IBM tested the idea of keyboard-less computers, they just gave a microphone to a person and someone behind the computer would type for the person speaking, instead of wasting money on an idea that sounded revolutionary to them, they found out people wouldn't like using it. Sometimes you can have great ideas, but you focus on doing things perfectly before trying them so you can give the user the experience you thought about, but it can backfire on you if it doesn't work. For our homework, we had to do a small experiment on an idea we wanted to develop and this forces us to think differently because we had to think small in order to try a big idea. I think these types of exercises help us to see things differently and do them in ways we weren't accustomed to.