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I completely agree with the idea that people tend to dislike their own work, much more because it is their own. It’s the same way we say words so many times they don’t sound real, and stare at ourselves in the mirror until our bodies and faces are disfigured. Programmers (and other artists) work on a project so long that they become absorbed with it, and can’t see the big picture.

One of my favorite coding projects I’ve done was my CS-172 final project, which was a text-based adventure game. Although it never worked to the full extent that it might have (and how others might classify as “good”) I was proud of the result. I love the way the classes worked together, and how the files were organized and neat. I began the project feeling intimidated, with high hopes for the game but little idea of how to design and implement it. My final design came out clean and logical, and, in my opinion, with the potential to be quite good, with some more work. Because I started out without much in the way of a plan, it was all the more satisfying to see it come together, and I think that is what makes something, especially an achievement, “good” to me. When I learn to do something new and surprise myself, it is worth more to me than a flawless product.

I don’t know if any creator is ever completely and wholly satisfied with a product (excluding God, I would imagine). Since the idea precedes the creation, and the creation will no doubt stray from the idea in design or implementation, we can very rarely accomplish exactly what we set out to do. Perhaps the changes made along the way were changes for the better. It doesn’t matter; the creator cannot forget that original idea that was so perfect in his or her mind.

Of course, the hard part of computer science is that we can create *darn near anything*. There is a vast world of ideas just waiting to be thought of. It’s wonderful and terrifying. Wonderful, because it allows for creativity, which is one of the greatest and most redeeming qualities of humanity. Terrifying, because it’s easy to doubt ourselves and our abilities, especially when there is so much competition. Not to mention thinking of new and fresh ideas is hard, and unique ones are impossible. This is another reason we humans are so hard on ourselves; since there are few completely original ideas left to celebrate, is has fallen to us to perfect old ones. The perfectionist attitudes of most coders shouldn’t be surprising.  
 As for me, I’ve made my peace that I will never be the greatest programmer in the world, or indeed, in this class. Although it’s cheesy, we can really only do the best we can do, and decide what that “good” is for us. Once we decide something is “halfway-decent-I-guess,” we should take a step back and look at it from a different angle, an objective one. Life and coding projects become a lot less intimidating when you leave that all-judgmental, critical self-examining eye at home.