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Reflection Exercise

When I first started programming in this course, I was just a beginner at programming. But, as the course progressed, I have gotten more comfortable with programming than when I first started. My favorite aspect of programming from this course was learning about the classes that the objects could be placed in as it made the program look a lot better and well-spaced out. In the past, my code would sometimes just be a huge block of different objects with the same code, but because of this class, I learned to make my code nicer and more readable for people who are going to be looking at my code. The most challenging element that I encountered throughout the course was dealing with bugs in my program or not knowing why the program was not working. When I am programming or just in general, I prefer in-class to online classes as I can ask my peers or the teacher what I did wrong. I feel a lot more comfortable with in-person classes too, as I feel a lot more connected to the class whereas in online classes there is a bit of a disconnect between students. I am most proud of the Juggle Garden exercise as before I started this course, I would only use sound as background noise, but it was good to learn about different uses like sound effects, which you can create once the object hits the paddle for example. I also enjoyed learning about adding more objects to the game during the game, which can increase the difficulty of the level for players who find the game easy. I think the exercises were an effective way of both teaching students and then letting them roam free and experiment with coding. When it comes to the future of my programming career, I think the things I learned during this

course will be useful, and while I have still got a lot of things to learn, this course improved my skills as a programmer.