Expectations and goals:

I had a few expectations for this class. I expected to learn more about programming and hone the skills that I had already learned in previous courses. After receiving the email about the course I expected that there would be a community aspect to this course and that if I needed help I could go to people in the class to seek advice about things.

My goals for this course were closely related to my expectations, I wanted to get better at programming and problem solving and by taking more programming courses I thought I would achieve this goal.

After the first couple of weeks of this new format of class my expectations and goals hadn't really changed, however the way in which I would attain these goals had.

Computer science courses usually have this notion of if you do all the work given to you, you will get a good grade. The way this class is set up It allowed me to explore the things I wanted to on my own time so that it was actually fun to learn about things. Also everyone in the class could investigate the things that interested them and then share with others when they had mastered their new skill. This class was also a welcomed break on three out of the five days of the week because it took the pressure away from learning.

Time:

Usually each week I would look for a subtle thing to learn. Since I already know much of the basics of programming I thought it would be beneficial to seek out applications of my knowledge. This semester I have really learned that programming is really just a

means to solve problems, something that this class has enforced greatly. I would normally spend a few hours each week reading documentation and learning about new languages and such. I looked forward to doing 252 related work because it really was free for me to decide what I wanted to learn about.

Accomplished:

I did a lot of codeacademy work to learn about the differences of some of the languages that the course recommended. Also I worked out projecteuler problems. These problems are frequently math related and in order to find a solution your program must be correct ass well as efficient. Efficiency in a big problem in computer science and related fields, one that I hope to explore further, and doing these problems helped me become a smarter programmer.

Learn about myself:

I learned that if I am motivated by my own interests rather than told to do certain work that I will enjoy what I am learning about more. Also the meditation taught me to take time throughout the day to just relax and refocus. Whenever I could help people with stuff also made me feel good because I like teaching people new stuff.

Goals to maintain:

I will still strive to learn more about programming and computers in general. I will also try and keep doing daily or weekly meditation to help me through the day.

Teaching others new skills has also become an interest of mine, one that I hope to grow over the years.

Style of the class.

Personally I liked the class. I can see how it was useful to my own motivation in finding things that were of interest to me. However I could see how some people would be lost about what to do if there is not a concrete schedule of what to do. By in large I think the class was fun and beneficial for everyone that took it.

Grade:

I think based on my work I deserve an "A", my rationale is that I have learned new things in this class that will help me with my career and I have evidence of work that I have done that is of good quality. I would like you to report a grade of "A" to the registrar. Thanks for a great semester