Self assessment:

Through out the course, I’ve studied codes, its concepts, rules, how to apply them. I have to admit that I really learned a lot. Codes gradually become interesting for me, it had been a hard process trying to develop and understand some of them, but through reading books and watching videos on the codes, I come to better understand about the concepts. I spend around 7 hours a week on creative coding, both reviewing stuffs and writing sketches. Some time it was super frustrating that the code doesn’t run as I expect. then, In the past, I would most likely to chose to give up. But I figured I could use the help from processing references, library, from books or even tutorial videos online. I began to be more bold, and create better stuffs through my sketches. But I still has a long road to navigate. object-oriented programming is baa programming language model organized around objects rather than "actions" and data rather than logic, whereas procedural programming a programming paradigm based upon the concept of procedure calls, in which statements are structured into procedures. I’ve spent a lot of time on the final project, and it is where I found some breakthrough toward my coding experience. First of all, I learned a lot of stuff, like how to apply libraries to our code, how to add music, how to manipulate words and data. The fun thing I learned is that coding is never fixed, there are always multiple ways to come up with the same effect. I walked a lot of detours, but I also found easier ways to some solutions. Coding became more unknown, more diversified and attractive to me. The problem, however, as I was doing my final project was that I figured there are a lot of bugs hidden within my game as I finish writing it. It is never a fun process to debug them, I managed to debug some, but some new bugs come out suddenly. Finally, I debugged the code and left some little bugs unsolved. There are still some little bugs remained, but the whole process of the game is not affected. I think I will keep working on coding, I found it pretty interesting and fun to develop. I learned that coding has infinite possibilities.