As you look back on this semester, please take a moment to reflect on your experience, recognizing the challenges, successes, and all that you've learned along the way.

Please respond thoroughly to the following questions (likely about 1-2 paragraphs each).

1. What is one program you wrote that you were particularly proud of during this course? Why were you proud? Explain.

I was particularly proud of the adventure game. I was proud of it because my mission in programming is to create a game or games that allow people to enjoy themselves. I want them to be able to spend enough time to where they can remember the game in a day, week, or a month. I would like to be able to take my skills from that game and create a more intricate adventure game that has many more possibilities.

1. How might you use the skills you learned in this course in the future? This might include skills such as programming, problem-solving, debugging, etc.

I would like to use the skills that I learned in this class to create a career in building games or other

Programs. I would also like to possibly pursue a career in teaching other people programming. I often help others when they are designing their codes. I love seeing people enjoying code and learning how they can do all of the intricate and unique designs.

1. Describe an experience from this class that has given you confidence that you can learn new programming skills in the future.

I think my most inspiring experience in my class was working with my group. They pushed me to be a better worker and a smarter programmer. They always pushed me to increase my understanding and I always enjoyed helping them resolve issues or programming block. They made me want to continue to improve my coding abilities.