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CART 253

Post-Reflection: My Experience as a Programmer

This semester has been a whirlwind when it comes to programming. I've learned so much! When I was in cegep, we learned some JavaScript, but it never really stuck with me. I'm unsure if it was because of online learning due to COVID, the teacher didn't teach us properly, or if I was just uninterested, but JavaScript never stuck with me. I tried getting into it, because I'm a web designer, and I kind of need to know JS if I want to take my sites to the next level, but like I said, it never stuck. 4 years later, I'm out of cegep, and I'm relearning JS, and it finally stuck!

At the beginning of the course, I basically forgot everything about JS, and had to relearn it from scratch, but by the end of it, I actually have a good grasp of how to make some pretty cool stuff using it. I love the P5 library and how it explains everything in detail. I love Pippin's video lectures and how they let me learn at my own pace. I love all the exercises that at first seemed a little silly, but I soon realized that they were incredibly useful in teaching us the basics of how JS properties worked! I'm by no means a professional JavaScript programmer now, but I can confidently say that I know how to use JavaScript to make some fun stuff, and I can implement it into my work!

I'm a graphic and web designer, so knowing how to use JS is essential for me. If I want to stay on the same level as other designers out there, I need to know these programming languages. I've got HTML and CSS on lock, and now I have JS in my toolbox. With JS, I can create some more interactive features in my sites. I can create some games to add to my portfolio. I can even get hired to make games or improve people's websites now!

I always viewed code as something difficult, but fun, meaning that it's tough to jump into, but once you get the hang of it, you can do a ton of cool stuff. When I first started web design, I'd just spend hours messing around, making silly websites for myself and my friends. The funny thing is that those silly sites weren't bad! They were actually well made, structured and designed. I believe it's because I actually wanted to do it, I found it fun, and it was something that I knew how to do. I did the same this semester with JS. Whenever I had some free time and wanted to get some practice in, I'd make a silly game, and the games would work as intended! I'd mess around with the code, change some stuff around, try something new, and it didn't always do what I wanted it to, but it always came out cool, and helped me learn.

The P5 library is what stuck with me the most through this semester. I think it's a great collection of features that I can implement however I want into any website I want. Anytime I needed to remind myself of what something did, I checked P5. Any time I wanted info on a new JS functions, I checked P5. Basically, whenever I was writing JS, I had P5 open to help me out and answer any of my questions

As a creative coder, having learned JS is definitely going to put me on the same playing field as all the other professional programmers / web designers out there. In this modern world where AI is taking over and allowing people to create websites basically instantly, I still find it important to understand and be able to write our own code. If, for example, I asked AI to create a website for me, but it messed up somewhere, and I'm not sure where because I can't read code, I'd be stuck. I wouldn't be able to edit it myself either, and would have to rely on the AI. I wouldn't know if there was a more optimal way of making the website, or if the AI wrote in a security flaw. This is why I find it important to know how to read and write your own code, whether it be JS, CSS, HTML, React, or whatever other language.

I think my future websites are also definitely going to get an upgrade. There's no reason why I shouldn't include more JavaScript into my websites now that I know how. I could make interactive animations on my portfolio site, for example. Or a story sight where you're a playable character, and you walk through the pages!

I had 5 classes this semester, and I only really took any long-term info from 2 classes, and this was one of them. I learned something this semester that'll help me in my career for the rest of my life as a designer. I don't see JavaScript dying anytime soon. New frameworks will come and go, but I believe JS is going to stay stable. As long as the Web is running, JS will be there, and knowing how to write in JS basically means knowing how to control the web, in my eyes at least.

As for now, I plan on continuing to learn how to use these skills to my advantage, and create some new sites. One day I'll look back at what I did this semester, and think about how awful it looks in comparison to my future projects. But for now, I'm proud of what I accomplished, and I'll remain proud. This class was the first step in a programming staircase, and I plan on climbing to the very top!

Thanks again Pippin! Enjoy your winter break.