

1st December

CART 253 - Concordia University

Exercise 8 (Reflection) – Shirin Zafarmand

This course was the first time I tried text editing programming. I've always preferred visual programming since it keeps everything tidy and coherent. To my surprise the tutorials were very organized. Starting from the basics and slowly replacing the messy parts with simpler functions. This tree shaped pattern of tutorials really helped me connect with the content.

My favorite thing about the programming is the problem solving. Of course, I don't feel thrilled with errors stopping my program, but once I find out where the problem is from and come up with a solution, I feel genuinely proud of myself. The one function that caused me (still causing) the most trouble is "array." Working with arrays needs a very structured pattern that must be followed perfectly. From choosing its name to working with the elements that are inside the arrays. On the other hand, my favorite code is "If". Of course, it is one of the most important and basic code in programming, yet I think it is highly underrated. I think one can manage writing a whole game with only using this code.

During the course I feel myself engaged with a lot of exercises. But the one that I am amazed of is the coding I used for my second project where there is a blackhole that is swallowing an astronaut. It took me so long to figure out how to do the absorption until I finally used the polar coordinate system. It mostly deals with mathematics but I found the outcome really satisfying.

Before starting this course, I was using LabView language of programming for my robotics projects. Now I feel this language of programming helped me to have a better understanding of the codes behind visual icons since they are very compressed versions of codes. It feels like knowing what their roots are made of.

I feel encouraged to use this platform for creating visual content too. Graphical animations that have minimal appearances. This aspect of coding wasn't the aim of this course but I think very fun visuals can be developed in this platform too.