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CS 321 Data Structures

Project 0 Time Capsule

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The project that sticks out to me the most was last semester when I had to create what was called a schedule maker. So essentially this program allowed the user to input a series of classes and then based upon how they wanted it sorted, the program would list out the courses and prerequisites, lowest to highest or highest to lowest. I thought that this was one of the more fun labs that I got to do and figuring out the components and getting them to reference each other was neat. I think it is one of my best projects so far.

As far as being a computer scientist, I think I still have my lifeboat intact as some would say. I haven’t had to jump ship and giving up on a problem isn’t something that I do. In the last year, I have come a long way. When I first started, I was so green with nearly everything that was taught in my computer science classes. I have used many applications over the years and gotten good at working with them, but I never knew all the work and development on the coding level that goes into a program for it to do what the programmer intended for the user to be able to do. I really enjoyed the labs in my first semester CS 121 class more than the second semester CS 221. That’s because it was a little bit more open about just cool things you can do with code and it was all new. Then you get into the different ADT’s and how they work, then the application of those ideas with various concepts and things got quite a bit more difficult for me. I spent full days working on my labs and troubleshooting and debugging, but I found with that I learned much more than if it would just have worked smoothly. So, considering I didn’t even know what JavaScript was to now be able to code working programs that implement ADT’s and so forth has been very rewarding. I have found that coding does not come easy to me. It usually time me quite a bit of time to figure out what I am doing and get myself into the headspace to write the code. At times I get really frustrated and have to take a break and then other ideas and thoughts come to me and sometimes a light bulb goes off. My hope is that I become more than proficient with the craft. I not only want to learn the concepts but be able to apply then in the needed situations. I not only want to be good at what I do, but a handy resource and knowledgeable about the overall topic. Sort of a jack of all trades. I worry at times with everything that my knowledge base isn’t substantial enough to do what is required of me and I think that stems from a lack of trusting in my abilities as I have proven that I can debug and write working code. So, working to trust in myself and my abilities is something I hope to work and improve upon this semester. One of my expectations with getting this degree and learning the skillsets is that I can have a fulltime job when I come out of college and be able to go into the working world stably. This job will also help influence my passion of film and television as I want to use my computer science to help build my production company and make filmmaking more accessible to people who have much smaller crews. Possibly even eliminate the need for all those people if I can write a program to fill some of those other roles. Overall, the progress I have made can only continue and looking toward the future I hope to just keep on learning.