Reflection Car Audio

By Sunny Sur

What went well?

The Car Audio Project has been a very insightful journey for me, it showed me that object oriented development really isn't as bad as I thought. I always wanted to study software engineering because I thought it would be better for my future than media design but I immediately realized in semester 1 that I would not be happy studying this. Having tried working with C# it was one of the most intimidating programming languages I tried to understand. So overall studying Kotlin went better than I thought I did not expect to have understood it so well in just 4 weeks.

What seemed like very complex tasks such as text to speech, media players and camera use. Everything went way easier than I thought. I was expecting to not be able to do a lot of stuff in Kotlin but in the end I was able to do the majority.

What could have been better

I think the interview questions I held could have been better since now that I'm looking at it they did not provide as much value as I initially thought. Also my intimidation by kotlin could have been managed better if I was present in the first workshop. If I took more time to look at the tutorials at the start and did less "__" around and find out it would have been less of a stresser to me. My cluelessness with GIT could have been way better. It caused a lot of delays since I did not understand GIT until this semester. I tried last semester but I did not manage to fully get it. This project however forced me to fully understand it otherwise I'd be a dead weight to my teammates.

What did I learn

I learned Object-oriented development. I learned how to be more resilient towards learning more advanced coding languages. I also learned that I can find enjoyment and satisfaction in the coding experience since in the previous 2 semesters I was usually the "video guy" since our final products usually involved videos. I wasn't usually the one coding in the group projects. I always did documentation, designing and other stuff. Coding was the thing I did the least and enjoyed the least but this project showed me that I can enjoy it more. I learned some ways of thinking out of the box with some of these brainstorming techniques I used.

What will I do differently next time

I want to seek more guidance from teachers if things aren't going well since the tech case I only did 1 day before the deadline since it was that confusing to me. Also just stating that I need help earlier might help make things a bit less intimidating for me too. I also want to have more of a positive mindset for the next project because I went in very pessimistic for this one and I saw it did not benefit me at all, it just made things more complicated. Next time I'm gonna make the research part way shorter. Giving coding at least 2 weeks is my goal.