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MART 220

I've dabbled a bit in 3D modeling programs before so some of the features in TinkerCad mostly made sense to me. The coding blocks in the 3D program were pretty easy for me to understand, although they did feel a bit clunky and you had to run the simulation over and over to see if the numbers you entered in would work correctly. The way you created the blocks to create the images was basically the same as coding which was cool, but also different. But overall, it was relatively simple to understand and figure out.

I have never messed with circuits or breadboards or anything like that. I don't know much about electricity, how it works, voltages, resistors, or really anything. So going through the lessons with the circuits took me a bit longer to understand. I would like to go back to TinkerCad and mess around with the circuits even more so that I can understand them fully because I feel like messing around with those in real life could be fun.