

Things I have learned:

- **Small mistake is big mistake:**

I made a lot mistakes when I was programing the code which is expected of me but the mistakes where so little that it took me forever to find it after I was about to run my code. So instead of doing in one, I had to stop and then test whatever I had. It was even slower than before but the mistakes were also reduced by a lot.

- **Always recheck:**

I burn out a couple of my LED'S back when I first started. I did not know why until I was appointed that I plugged my wires into the wrong pin and I got the wrong resistor. But now, I always recheck everything before I plug anything. Although, sometimes I still somehow to make mistakes but at least I did not blow any of my equipment.

- **Not what I thought it will be:**

When I was a little younger, I always dreamed of making a game of my own. I really worked hard with my math course but it turned out to be nothing related to it at all. Coding is more like logic and a completely different language combined together. If you cannot speak the language of coding, it is going to be very difficult to create a code of your own. And that's what had me struggling me the most because I did not have any coding language course. I learn a lot more however, in this class because of the actual practice that we did. We got to actually build things. In the precious class, we just did everything through theory and handwriting.

So overall I say this is a very good class and I would strongly recommend any of my friends who are interested in such a field to try it.