I thought the circuit side of TinkerCad is very well executed. Last summer, I got a chance to actually work with circuit kits and got to handle most of the resources used in the simulation. The simulator may not be as fun as working with the parts in person, but it was easier to connect the parts because it was just point and click instead of bend this and connect it here. All in all, it was pretty fun and easy to use since I’ve had experience with circuits before.

I thought the code blocks were interesting or at least the little bit I looked into. I really don’t have to much to say because I nether liked or dislike it. I just seemed a little overwhelming compared to the other simulators on TinkerCad. In all honesty it just seems easier to just use the 3D designs to make stuff instead.