What is one program you wrote that you were particularly proud of during this course? Why were you proud? Explain.

The Adventure game program, as I put a lot of work and creativity into it, and it came out quite well. I really liked writing scenarios for it, linking together came out well, and I was able to have other family members try it and give feedback. Similarly, the shopping cart is another program I am proud of as it was a relatively complex assignment, and I was able to make a program that works quite well.

How might you use the skills you learned in this course in the future? This might include skills such as programming, problem-solving, debugging, etc.

I am heavily considering a career in programming, so knowing how to program in at least one language and basic skills like problem-solving, working with others, and debugging are essential. And even if my career is not programming directly, the skills can still be useful for stuff like data management and extrapolation in and office job. (I.e. organizing customer data.)

Describe an experience from this class that has given you confidence that you can learn new programming skills in the future.

My success with programs like the shopping cart, word game, and adventure game. They all came out really well, and finishing them has been quite rewarding. I cannot think of a simialr feeling of satisfaction compared to that of finishing a program and submitting it, knowing you made something that works, fixed all the bugs and met all the requirements. Especially when you add your own touch to it.