1.I spent more time doing actual programing compared to the past few months. I think it helped more than learning the syntax and structures of programing concepts since I was able to figure out problems in a better way which made my understanding of the concepts deeper than before. As for successes and frustrations with Processing and P5.js. I think I work better with Processing, and P5.js is like a tool that I use if I find out that I cannot do certain things in Processing. I do believe that it is a bad habit and it made some negative impact on me in terms of coding and learning in general.

2.OOP compared to procedural programing is a more advanced concept where you do not need to repeat and hard code in every line and objects that you would like to interact with or make them interact with each other. OOPs can make the relationships between the subjects of whatever topic it is more flexible, there will be more possibilities and new ways of interactions instead of just simple and straightforward demands.

3.For my final project, I used animation and controls as the solidified concepts, I have learned so much about creating animations, forming sprites and loading images in creative ways. I did have a break through, and it was when I find out how to finally position my animations in places that I wanted them to be and how to make them have connection between each other.

4.On the other hand, I was not able to resolve all the bugs in my code, specially when I wanted to add more animations to make my final project more colorful and creative. It wouldn't work as what I expected it would, therefore, I have to give up few of my concepts and ideas for my final project. But I did learn how to go around things in different ways, for example, I was not able to make sprites work with each other, so instead, I made animations by loading sets of images in a certain frame rate which does the same job visually. Therefore, that helped me a lot on continuing my final project. As for debugging, I tried my best at it, but because the lack of knowledge and experiences that I have for coding. I was not able to resolve all of the bugs in the project.

5.I think I will continue on programing, despite the fact that I am not good at it at all. But I learned the most important thing from this class about coding, which is to use my fundamental skill sets to break down difficult and complicated codes and, therefore, accomplish the goal of learning from others. And I think this can relates to more than just this class but every single class in the future, because I think the process of learning is way more important and has more of an impact on the person instead of the results of learning.