The Word Scramble app was such a fun app to build because of how much application and practice it gave to both new and previous skills. It was our biggest storyboard project yet (and as I mentioned in one of my earlier reflections: using the storyboard correctly takes lots of practice and patience) and also one of our biggest in terms of lines of code. The premise of the game was simple: link an external file to the app to create a game where the clues are at the top, and the letters are at the bottom – all scrambled up. A great benefit of these projects (which I haven’t mentioned before) is error handling. Even though the tutorial we got runs no errors if done correctly, more times than not, there will be a type-o or error somewhere in the code. Our teacher will not help us find them (she may give us hints, but no direct answers), so we have to find and fix the error ourselves. It seemed difficult at first, but it’s interesting that often the same errors I had in my older projects showed up again in newer ones – and this time, I know how to fix them. Like all other projects, this was excellent practice for learning new concepts and reviewing old ones, which continues to build up my skill and confidence in coding in Swift. And even if I choose not to go into creating Apple apps, programming is directly correlated to topics such as logic, so it is improving other skills as well even if it does not impact my life or career directly.