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MAD SP23

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Exercise 1: Animation and Conditional Operators

1. Link to Github: <https://jannadurai.com/Exercises/Exercise%201/index.html>
2. Process:
   1. Exercise #1 primarily covers the basics of p5.js and utilizing control structures to modify visual behavior such as changing object colors or object movement. I mainly chose exercises 1, 2, and 3 in chronological order, but I'm fairly certain the code in Exercise 3 can be easily expanded to accommodate Exercise 4. As for Exercise 5, while its novel, utilizes the same basic concepts of declaring variables, initializing them in setup(), and then modifying values after using a control structure within draw().Reflection:
   2. All files do contain a similar structure of declaring variables outside of the setup() p5.js function, initializing them with values within p5.js's setup(), and then drawing pertinent and dynamic elements within p5.js's draw() function.
3. Reflection:
   1. A critical portion of the work is the algorithmic development. While I did not struggle with the code itself, I realized how 'stuck' I am in my ways of algorithmic development. For example, it was painstakingly boring to me to write out comments for the code describing the details rather than just quickly declaring variables, if statements, and draw calls. The issue though, is that I was writing my comments practically as code but in natural language. While I'm sure this is acceptable at this stage, it may be detrimental when the project is more complex - fixating on the code can become an issue.
   2. I also came to realize two other insights: 1) Optimizing code before fully fleshing it out can make it difficult to modularize later 2) Writing code with clarity and proactively declaring variables can make it easier to modularize code and apply it elsewhere.