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Program/Section: IT12S1	Instructor: Angeles, Jean
Assessment Task: Course Reflection	

First, I've learned a lot in this course despite the fact that it just went on for a month. Our professor, Prof. Angeles, was an incredible educator, she's explained everything with clarification. Frankly, I thought this course was about Java and I studied that programming language before this course had begun. I hate the part where it was hard for me to install the android studio on my computer, it appeared that my computer can't run the program. However, Prof. Angeles disclosed to us that there's an alternative for those individuals who can't install the Android Studio and that's Figma, I simply love how compassionate this professor to us.

Second, every time we have a conference meeting our internet always has a problem that is the reason, I watch again the video recorded around evening time when our internet connection was stable. Thanks to this course I have learned the good and bad designs, these are the things that we ought to do and don't at whatever point we make something for individuals, like websites and mobile applications. I as well have learned about the memory of a person, based on our professor that we, humans, have two sorts of memory which are short-term memory and long-term memory. Given her, it

is typical for people to fail to remember effectively the things that we have simply retain or experience, she as well added that after her lesson there's a likelihood that we may fail to remember all that she has said.

Third, I remember my first mobile application, the BMI calculator, it was fulfilling that I figured out how to make something to that effect and it is truly valuable since I can use that application. The following application that I have made was the Recycler View, this time I conceded that it was really hard and it seemed that I just copied whatever on the video or tutorial, nonetheless, I gave my best to comprehend the code and how it functions.

Fourth, like on the first topic, Good and Bad designs, in interaction design topic in module five has Poor design and Good design. Poor designs are; confusing, difficult to use, annoying, etc. while Good designs are; simple but elegant requires one-step actions to perform tasks, uses familiar physical objects, etc. Designing a product requires considering who is going to be using them, how they are going to be used, and where they are going to be used.

Lastly, I made this reflection early, before module six began on the grounds that I need to complete everything so I can focus on my project. We only have one week left to finish it but I know that my accomplice and I can complete it before the cutoff time. I felt relieved when our professor told us that we shouldn't place such a large number of codes in the project, in this way, she's simply anticipating a basic and simple application. Generally, I love this subject and Prof. Angeles as well, I hope she still my professor in other major subjects since I can guarantee you that I will learn as much as now.