Exercise 8: Reflection

The course CART253 allowed me to dive in with the programming world without any previous experience. I was lucky enough to be greeted by a goofy yet extremely brilliant professor and bright teacher's assistant. Before starting this semester, I was not aware I would be programming this extensively, especially on games and simulations created for this course. Overall, I found this class challenging to grasp as a beginner programmer because I felt I had no previous knowledge to rely on besides Pippin's thorough tutorial videos and the P5.js reference page. Without them and without having those references would have made this class impossible for me. As someone who loves instructions and following the rules, it was challenging for me to grasp at the numerous possibilities to execute one simple function. The infinite possibilities left me feeling overwhelmed and lost because I find the options are endless.

Thirteen weeks in, I am proud to say I have built my first game inspired by my love for my childhood online games. It felt surreal to create what I thought just existed on the web as a child. I never imagined there was a person or a team behind the games and websites I stumbled across on. This course made me understand there is a whole community of brilliant people working on a multitude of known and unknown projects to the public eye, people purely driven by their love for the art of programming. My final project is my way of telling the story of a little ant who never gave up, and it feels great knowing storytelling is possible in programming. In CART253, I enjoyed learning how to minimize the number of codes using loops and learning about arrays. They are a method of effectively writing code, which makes me feel very satisfied when I see 30 lines of code instead of 200 similar to the beginning of this course. Also, as simple as it may sound, I enjoyed the efficiency of publishing my work through Github Desktop as it reduces the time uploading my site to the web. It felt satisfying to see my work come to life in a matter of two clicks.

When it comes to my future in the world of programming, I, unfortunately, have to admit it is not my preferred art form because I find there are people much more dedicated and love the art form more than I do. I do find pleasure when the program executes the way I want it to, but I find more pleasure in programming web designs using HTML, CSS, and JavaScript. I discovered I enjoy programming interfaces without focusing on creative simulations. Overall, I enjoyed learning the basics of programming and do my best in my future projects with the theory acquired in this course.