

Bhavya Bharadwaj (self assessment)

- Critically analyze/evaluate how much time was spent learning syntax & structure, programming concepts vs. actually programming, and how does this reflect on the final quality of your end result.

I personally think that only the like a half of the class time was spent learning syntax & structure, programming concepts and the rest of the time was spent actually programming, along with programming alongside LadyK. I think it was helpful to work alongside LadyK as it helped me understand the code better and to figure out where I went, if the code went wrong. It also helped me code outside of class as well as I had somewhat of an understanding.

- Comment on your successes and frustrations with Processing and P5.js.

With Processing, I feel like since it was the first software I used for coding, it was relatively easier to get used to it, however, I didn't like how it didn't play my code as I was writing it like P5 does. P5's references have been very useful, especially in the beginning, when we were switching to it. Moreover, I think for some reason I found it easier to code in P5, because of the interactivity.

- Compare and contrast OOP versus Procedural Programming. How are they similar? How are they different? I am looking for you to explain this in your own words, what these concepts are. I am NOT looking for you to tell me how you used these in your project.

Object oriented programming is creating classes and objects that have unique attributes and features and can later be called in your main code, they are designed around data rather than functions. Whereas, Procedural Programming is creating functions and basically giving instructions in a particular sequence, basically in the way you want it to appear.

- Specifically considering your final project: What programming concepts solidified in your final project? What did you learn with reference to programming? Did you have a breakthrough?

I think creating buttons and sliders, along with for statements had been solidified. I learnt how to create the slider and to coordinate the outfits with the slider and also learnt how to use the p5 sound library and put in a song in the background. Getting the outfits to coordinate with slider took me some time, and I also added a button to save the outfits, so that was definitely my breakthrough.

- Specifically considering your final project: Were you able to resolve your own bugs? What tricks did you learn in the process to help? Did you do any debugging?

Somewhat, like earlier mentioned, I was able to resolve the coordination of the slider and the outfits by creating a for statement and a function with all the outfits in it to put it inside the slider

value. However, for some reason, my randomize outfit button wasn't working properly, but in the end, it did lead me to the first outfit.

- What was your intended milestone? Did you make it? Did another one pop up? Tell me about this. Tell me how you resolved it.

My intended milestone was to create an interactive outfit picker, I would like to think, I somewhat made it. I feel like I could have done a lot more, and felt that something was missing but overall I am somewhat satisfied with the end result. I also wanted it to have a very feminine vibe, which I was able to achieve with the background music and also the outfits that I chose.

- What are you most proud of, with reference to your final project?

I am most proud of the way it overall looks, and the interactivity. Also, I really like the fact that you can save your outfit as an image.

- How do you think you'll move forward with programming? will you keep doing it ? How does this relate to other classes you are either taking or wish to take?

I think I would like to continue using code as I think it's a very useful and fun skill and maybe teach my younger siblings as well, since both of them are interested in coding. As for my classes, I feel like it might be helpful for my capstone project and a class I'm taking next semester known as 'Innovation lab'.