Pledged by Nikolas Gibson

Putting everything on a page for me is difficult, even if you ask me to reflect and look back over the semester, to tell you what I learned. Having prior knowledge of programming in itself helped for sure, like Meno I could give you different definitions and ways that could help translate some of it, but I couldn't exactly tell you what the exact definition is. Sitting in class taught me not just about a language for programming but that there are many ways to explain something to grab one's attention. I learned not just how to accept my failed attempts but to also ask questions to be ready for failure and learned to grow from it and seek to understand why that happened.

The programming we did had a very likeable learning curve to it, I went into class expecting to really get into the nitty-gritty of it all, but instead liked preferred the way we did it. I learned that programming in python has many in and outs to, like that most of the Triple A games you see today have some of the most basic lines of code. The ability to take one piece of knowledge and reshape to answer all kind of problems or apply it to different techniques.

The first hurdle i had to jump was for sure reading meno, but after we had talked about it in class and got to hear other perspectives on the subject that spoke alot to

me and made it a easier read. Later on we started coding and i was enamored by the process, having previously tried to understand and write lines of codes myself i never fully grasped it. I can say now that after being in the class I believe i have found what I'm supposed to do with my life. (Or at least i hope so.) With programming another hurdle i had to get over since im a perfectionist about somethings, I realized that error when coding and programming are par for the course, It's understanding where you went wrong and how to fix it that became the important part, making mistakes is a part of the process with coding.

I learned something new pretty much from having made so many mistakes in the homework and having to spend extra time looking over examples and testing out different lines of code. A good example of something new was in the same guess the number game the ability to create a loop for the game until a certain objective is met or if the number of attempts runs out. In this way I felt like Meno constantly having a running loop in my head trying to answer a question and then after looking through a different lens I was able to get a better understanding. The most confusing part was having to assign multiple variables to specific phrases. It all got very fuzzy in my head once time to execute the program and I kept getting error after error. Eventually after much repetition and retries I eventually made it a habit to remember the variables and phrases I needed. There's plenty for me to still learn

from Game Programming with Python I would like to explore the text style adventure game we were going to do in class, and I would like to see more examples of simple coding in bigger installments that I just never had considered.

I still have a lot of questions, like why different programs are unable to do similar things, or why is it that say for instance Java is considered a little more complicated. I've tried it in the past but never to an extent that I could compare it to something. I'm looking forward to future programming classes and hopefully be able to answer the questions I have and get to see have new skill or a different outlook than I do know.