

Brandon Hoffman

*Q: What stood out to you as the most important things you learned about computer programming this quarter? Why do you think they are important?*

I think a better application of Object-Oriented programming has been the single most important thing I have taken away. I was self-taught in python automation for work, but I've always actively avoided class structures. It was never very intuitive to me, so I never built any projects with that structure in mind.

Also, this has been a first for me in terms of robust unit-testing. I took to learning the unittest module and utilized it for my testing for projects 9 & 10. It is the first time I have been actively working to break and test code on a notable scale.

*Q: What topics do you still find confusing? What can you do to get a better grasp on them?*

Most of the topics were not overly challenging for me. I still think the application and implementation of Classes is still a growing area for me. I hope to learn how to build more robust programs with multiple classes and continue to do better at organizing and modularizing code. I think the only way to get better that is to simply get your hands dirty. I would like to try and build a front-end to the game for project 10. That may be my goal over the holiday.

*Q: What did you learn this quarter about how taking online courses works for you?*

I am incredibly pleased with the online course. I have taken plenty, but I think the slack channel was huge. Having an active forum really helped capture that piece that you often miss in online coursework, collaboration.

*Q: How can you generalize your experience in this course in a way that will help you in future courses?*

Not sure I understand this question entirely. But I think I was very on top of my work this go-around. Usually well ahead of deadlines. Which I am glad I did, because if I had not developed that habit early, Project 10 would have been stressful to get through. That is a good lesson to keep in mind.

*Q: How has this course helped crystallize your ideas about what a career that involves computer programming might be like?*

I have been pretty actively, though informally, utilizing computer programming in my career. I think this only solidifies that I can continue to grow and learn deeper concepts and that I have come a long way on my own. So the sky's the limit with a bit more of a formal structure to work through.