Dear next cohort,

I think I'm about to say something that might not be super popular: don't just aim for a 4.0 in this class. Don't get me wrong, it is certainly very nice and a testament to your skills if you do earn an A at the end of the semester, but I think what's more important is the growth in your skill set that nobody else but you will have facilitated. For me, it was more about gaining another perspective on how coding can be used (in such a dynamic, expressive and visual way) and giving myself the courage to "go out there" - being a student who can do actual professional work (or at least try) and not just sticking to the most basic operations we get taught because we feel like doing conservative things well can prevent us from failing. I think this lesson not only applies to this specific class, but also a lot of other things in life in general - if we aren't the ones pushing ourselves to achieve what was thought impossible, then likely nobody else will. Don't be afraid of failing - I think LadyK is right in saying she'd be much happier to see you reach for the stars and land on the clouds than just walking a 100% predictable path where you know exactly what you're doing from the beginning to the end.

Also - start your projects early. Literally, even five minutes of thinking work and some drafting will help you to get over the internal hump you likely will experience, not wanting to do anything about your project that's due in a few weeks. It's only normal that you begin something in complete chaos and narrow things down to be more certain as you put work in. That first couple minutes does SO MUCH in making your job easier for you down the line, because at least you have something to go off of, even if you're ripping it apart and going the opposite direction because it's wrong.

Wish you good luck, and don't be afraid to embrace the uncertain.
Bryan