I spend more time on programming than learning syntax. As a result, I spent a lot of time trying, and there were a lot of bugs in my code when I made the final project and sketch 4. So I think it is necessary to learn syntax more comprehensively. In the future I may spend more time learning syntax to make my coding learning process more balanced. In the half semester after midterm, I spent more time using p5js. This makes me more familiar with p5js. I think if I need to add a series of activities to an object, such as move, jump, still, etc., I will choose to use oop. However, if I just want to do some different graphics, such as making a large tree with many similar leaves, I choose to use procedural programming. In my final project I consolidated the concept of OOP, I had to use OOP to help me when adding behavior (e.g. jump) to my "cat". So I understand more fully how to use OOP. Other than that, my breakthrough was the use of sound. Since I make voice-activated games, I have to use mic. At first, I was not sure how to join mic, but I continued to watch some related videos on the Internet, and finally I successfully solved the problem. I can pretty much work out my bugs. I spent some time studying the videos on the Internet. At the same time, when bugs appear, I will comment each line separately to know where the bugs appear. I think it works. My expected milestone is to add more fun interactions to my sketch. I think voice control in the final project is an interesting interaction. This voice-activated design adds some interest to the game. My next goal is to use code to make small games that are more interactive. The thing I'm most proud of about my final project is that I managed to solve the gravity and "make blocks only jump after landing" problems. It was actually a little difficult for me to write this code, and I spent a lot of time working out the bugs. I think I still have a lot to learn in coding. But in this semester, I have learned a lot about coding. More importantly, I learned how to "learn to code", such as looking for instructional videos online. I think this is very important. I actually used coding in the visual foundation this semester. In this class, there is a project that needs to make an interactive page. I used processing to make this assignment.