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Personal Introduction

My name is Christopher Matian and I am from the San Francisco Bay Area. I decided to attend OSU because I felt trapped in my current line of work. A mixture of dissatisfaction with the (lack of) complexity, and the nuance of working with people that don't know what they want were contributing factors. I had always had a deep interest in programming but could never find educational material or programs that taught at a deeper level. Programs like Udacity were helpful in getting me started, but I still felt like I didn't understand the concrete, underlying material of programming and computer science as a whole. Programs like that stick to a single language and make you really good at it, but they never get too deep into more complex material. Everything is too surface level and glosses over important things I'd like to learn. OSU felt like the right step because it covers the material I want to know, while also having flexibility in the kind of languages learned and the concepts themselves translate to other facets. Things like data structures have that translatability that applies beyond the language level.

Outside of school I have varying interests and hobbies. I do commissioned miniature painting with what little time I have which provides some extra income on the side. I also enjoy visiting a local salsa/bachata dance club for social dancing (Alberto's in Mtn. View). I used to be an avid gamer (seems like a lot of those interested in computers have an interest in gaming as well) but it's taken a side seat due to the workload from work + school. I play occasionally now and then but it's only for a couple hours on the weekends. Beyond that I spend the rest of my time with friends and family.

Once I'm done with OSU's program I intend to stick to and find a field in software engineering. I'll ultimately see where things go at my current company since I am working in a programming capacity.

As an aside, I'd like address why CS as a whole is struggling in the interest factor for newer students. A lot of the subject material that's taught in middle/high school is geared towards the basic P's and Q's. Economics, Math, History, etc. Programming classes are rarely presented as opportunities in the curriculum. If you want to see an increased interest-level at the college level, you need to introduce the concept at an earlier level to create some sort of interest early on.

The program also tends to be hit-or-miss depending on the teacher that's at the introductory level. I attempted to take CS at my uni several years ago but the instructor was abysmal and completely disorganized which produced a net-decrease in interest for the program. Having an instructor that is, at the very least, engaging and makes the concepts fun to learn can help with student retention and reduce drop off rates. This should be done predominantly at the 6-12 school level, though. Create interest early on with material that is light and simple for students in Middle school, and then hit them with an introductory course or two in high school which can prepare them (and even jump-start them) for college level courses. Long story short, you need to overhaul and introduce computer science at the primary school level.

Programming Experience

Years of experience: < 1.5 years
Languages known: HTML/CSS/JS, C++, Java, PHP

My programming experience isn't what I would call robust but I was introduced to web design and development in my visual design program at uni. They taught us very surface level material like HTML and CSS but didn't stray into Javascript. I picked up javascript (little by little) through course work at Udacity and from various online courses like Codecademy and Codeschool. My overall experience with this type of material has been mixed. The courses all suffer from a lack of finding a middle road in the material and providing decent support for it. Udacity was an abysmal experience because the course was reduced to "for $200/mo we'll give you rather outdated video material using deprecated jQuery libraries, and then point you to MDN resources - at the end we'll give you a useless nano-degree."

I stuck to reading in-depth javascript books in print and online. One helpful resource was "*You don't know Javascript"* or something along those lines. It went into more nuanced material that lots of online courses ignored for the sake of retaining student interest with easier material. I still don't fully understand javascript as well as I would like, but it's a constant journey and my job has produced an environment where I can actively learn from my work (and not feel like I'm spinning my wheels).

Screenshot of the Source Code + Executed within IDE (Xcode)

Assignment_0 〉 Assignment_0 〉 main.c 〉 No Selection

```c
/*****************************************************************************************
 **
 ** Christopher Matian
 ** 4/2/2018 (April 2nd, 2018)
 ** Assignment 0 - Area of Triangle
 **
 *****************************************************************************************/

#include <stdio.h>
#include <math.h>

// Heron's Formula
// Area of Triangle Function Declaratino and Definition
int areaOfTriangle ( int s1, int s2, int s3 ) {

    // First Calculation
    int x = (s1 + s2 + s3) / 2;

    // Final Caluclation based on the Heron's Formula
    int area = sqrt(x * (x - s1) * ( x - s2) * (x - s3));

    // Return the value
    return area;

}

int main(int argc, const char * argv[]) {

    // Variable Definitions
    int side1 = 30;
    int side2 = 28;
    int side3 = 26;

    // findArea varaiable calls area calculation function
    int findArea = areaOfTriangle(side1, side2, side3);

    // Print the results of findArea
    printf("%d\n", findArea);

    return 0;
}

```

```
336
Program ended with exit code: 0
```

All Output ⌃ Filter

Executed Code on FLIP Server

cmatian — ssh matianc@access.engr.oregonstate.edu — 80×24

```
[flip3 ~/cs261/week1 211% make clean
rm -f *.o
rm -f prog
[flip3 ~/cs261/week1 212% make
gcc -g -Wall -c main.c -o main.o
gcc  main.o -Wall -lm -o prog
[flip3 ~/cs261/week1 213% ./prog
336
flip3 ~/cs261/week1 214%
```