Over the past couple of months, I have seen myself grow throughout this class, and throughout life in general. Math analysis has taught me how to think more creatively, rather than just following what I have been told to do. Since the beginning of the semester, my work has changed drastically in my eyes, and is going to continue to get more interesting and creative as we enter into bricklayer.

Looking back, my first projects are basic and were easy to create. From the project 01\_Patterns to 05\_ObjectsAroundBHS I either used the grid, or did like one or two lines of code in bricklayer lite. These would be easy to code now that I know how to use level three, but would almost seem too basic to even be worth coding. At the time, I was confident in these, but now I realize how much more I'm able to do. The next project was the 06\_NameProject which was like the first big thing in bricklayer lite. Emily and I had to share a computer because of the lack of computers we had at the time. We used level one, and it was literally like a million lines of code, which now being able to use level three, it would've taken way less code.

Using level three, the next project was 07\_FlagProject, which was one of my favorite ones we've done. I used two functions to create both flags, and then repeated them at the bottom to fill the entire area. If I had to do the same project now, I would most definitely put those two functions inside a separate function to create a row or column and then just repeat that. The lines throughout the area made the flags look more like a pattern rather than just separate objects. The next one, 08\_MorePatterns, was also one that I thought turned out cool. In this one, I was able to make a column and then repeat that inside a separate function to fill the area. 10\_Rings was the next project, which I completely messed up one and ended up using internet explorer instead of chrome. I ended up attempting to redo the whole thing during the class period, so there is a little error in there, which trips me up but isn’t that big of a deal. The coolest thing about this was I made the first circle/rings, but putting a circle and placing rings over it, while others only used rings. It's cool that we could do it separate ways but still come out with the same end project.

The next project was 11\_AllFunctions which I redid like 26 million times because I was overthinking it. I didn’t want to create a basic pattern, so I made like a picture type pattern instead. I started with the cactus thing, where I used both circles, lines, and blocks. Then I created the sun, where I used rings and a block. The last thing was the cloud where I used circles and a line. I then put those three separate functions, all into one function and called it at the end. This made it easy for me to repeat, and for anyone doing mine to repeat as well. 12\_RealImage was the next project, and if I could redo this one I probably would. I chose to do the Nebraska logo, which was the red "N". I started off by creating the outline of the piece, and then created the thicker inside of the "N". Somewhere in my code, I messed up. The top left part of the "N" is not how it looks in the actual image. I tried fixing it but ended up not having enough time as I didn’t want to spend my whole day on it. I also put the functions inside one function, so it was easily repeatable. Being able to repeat things was one of the biggest tools, as it literally made everything so much simpler. The last project we did was the 13\_SpaceFillingCurve. It took me some time to think this one through to get everything to line up correctly. I started by creating the two separate "S"'s which I then used in two separate 3x3 blocks made up of those "S"'s. Then I created the first row of 3x3's which included all those "S"'s and connector pieces which I had made in a separate function. I then did the same thing but creating the second row with the other 3x3. The outcome of the space filling curves was cool to see, because it's weird how you can just type or drag and drop things and it comes out to be something like that.

Overall, in my eyes, my projects and work has changed for the better. Also, at the beginning of this class I was very hesitant to not have a formula, or be told exactly what steps to follow like it would be in any other math class. I don’t know if I'm the only one, but I'm like excited to see what we can do next especially since we'll have bricklayer instead of bricklayer lite. In the future of this class, I believe that we'll be able to start coding things in 3D and then hopefully coding and possibly 3D printing Bryan High. Although my first projects were kind of lame, I think they helped me understand how bricklayer will work, and how coding will work.