When I first started in math analysis I didn’t know what in the world I was doing. I took the class thinking I was going to go in there and do the bare minimum and pass. I really hate math, so I took the class thinking it was going to be easy. As we were working on projects It was pretty hard, because I knew nothing about computer math.

If you compare the first ever project to the one, we currently did you would be able to see the difference. In the beginning we started of in the grid. The gird was honestly way easier, but bricklayer has its advantages. In the grid we started of by making patterns in the grid and it was easy because you just apply the color in the shape you want it. But the only disadvantage is when you want to move the object to the right or left you completely have to start over. Also in the bricklayer if you want to add one color all over the page you just make coordinates which fill the whole thing. But in grid you had to put one in at a time. The first pattern had ever made was a very simple one. And the one I had barley done was a lot more complex because it has different twist and turn. I honestly feel like I have come a long way because I went from not knowing anything to doing a cool pattern. My favorite pattern was he one with the swirls because I had to learn how to do circles onto another circle. It was really challenging trying to figure out how to put the circles on top of each other.

The most challenging part I have faced was not being used to failing at points. I learned its okay to fail but you got to keep on trying. I would honestly get so frustrated trying to figure out how to do a shape if I didn’t understand it in the beginning. But after a little bit of practice I learned you need to fail in order to get it right. Another thing I found difficult was adjusting to the different levels in bricklayer. The first one was really easy but when I got to the third level I was so confused by all the functions calls there was and how they can all make one pattern. But I eventually got it now its pretty much easy. I do sometimes have difficulty trying set the object in the right coordinate. But with a little more practice im pretty sure I can eventually get it.

In conclusion I think math analysis is a interesting and fun class. It also helps me get out of my comfort zone and let myself discover new things. I sure mr cuddy will have other fun and difficult things for us to do. I’m also really excited in doing the model of Bryan and also excited on doing 3D printing and learn new ways of technology.