CS 373 Spring 2024: Neha Desaraju

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What did you do this past week?

I submitted our first project. I also went to Boston for a fellowship event on Thursday, so I missed class on Friday, but I got caught up with our class content!

What's in your way?

I'm just waiting for my teammates to schedule a time to meet for this week so we can hit the ground running with the first part of our group project.

What will you do next week?

I'm super excited to meet with my group and brainstorm ideas for our group project. I also want to finalize how we will build our website and of course make a lot of headway in our first milestone.

What did you think of Paper #3. Continuous Integration.

It was long but really cleared up some concepts and practices for me. I had always heard the term before in the context of large repos and applications but didn't really see the purpose and thought it was only for very large companies and teams. Now I can see how useful it would be in our group project in this class!

What did you think of exceptions?

I always use exceptions, they're super great! I think they're also good for testing variable parts of the user flow — if a user does something undefined or unexpected, we are able to handle it. I particularly like defining new exceptions and catching those instead of a catch-all try-catch block, which can make it hard to debug and catch bugs.

What made you happy this week?

Got to go to Boston and meet some incredible people for my fellowship that I'm a part of. I met some friends for life and ate some delicious food! Boston also is an incredible city and I can't wait to go back.

What's your pick-of-the-week or tip-of-the-week?

I really recommend taking computer graphics as an upper division elective! I am taking the honors class with Professor Vouga and he is an incredible professor. The class content is also very challenging but interesting. I highly recommend it even if you don’t think you would be interested in shaders or ray tracing or graphics; this class has changed the way I view digital representations of physical things as well as how I view the physical world.