1. What stood out to you as the most important things you learned about computer programming this quarter? Why do you think they're important?

The most important things I learned in this class is how to use headers and class definitions. Headers allow sharing of information among various files, so they are very nice when code needs to be broken down into multiple files for any reason. Class definitions help break down functions into organized items by defining the parameters that can exist within them.

2. What topics do you still find confusing? What can you do to get a better grasp on them?

I find trouble shooting difficult still. I think I can improve this skill by writing my code is smaller portions and making sure that the small portion works before moving on rather than writing a large portion or entire file and then attempting to troubleshoot. When using the latter method, sometimes I get lucky and have no errors, but often, I have many errors and then must muddle through error after error which becomes overwhelming.

3. What did you learn this quarter about how taking online courses works for you?

I enjoy the flexibility of online courses, but I also must make sure to keep a calendar with deadlines visible all the time, so I don't forget things. A few times this term when I had assignments due at different times than the norm it was difficult for me to track, so I began to keep a visible weekly calendar on a white board as well as a monthly paper calendar. Doing coursework and assignments in short segments and at any hour that I needed was ideal for me. I also liked using the phone apps to read/watch course materials.

4. How can you generalize your experience in this course in a way that will help you in future courses?

In the future I will start keeping a calendar much sooner in the term to track deadlines. I will also start assignments earlier. Moreover, I will work on assignments in an iterative process in order to prevent an excessive number of errors accumulating at one time.

5. How has this course helped crystallize your ideas about what a career that involves computer programming might be like?

This course gave me perspective about the length and particularly the interconnectivity of programs that might be used in a CS-based career. It also gave me a good idea of the time requirements that different parts of programming would require. For the most part, debugging took me the longest of all the parts of the programming, although, in some cases it took longer for me to devise a way to implement a strategy to implement a program.