This course was pretty much my first experience with coding, and the first time I've taken a computer science course. I took computer tech last year but all we really did was Arduino and it didn't involve that much coding compared to circuits and stuff. This course wasn't *as* bad as I thought it would be. Some assignments were really time-consuming and I couldn't figure them out right away but I almost always felt like I knew what was going on in class from the labs. That system.io stuff at the end was hard though. I'm sad we didn't get to do a game-making unit because of the quadmesters but can't be helped. I didn't get nearly as many headaches as I thought I would from your first day impression. Maybe that means I did everything wrong? All in all it was a fun class and I would recommend it to anyone who wants to get a foundation in programming even if they don't want to pursue a computer-related career in the future. I don't really have any other thoughts about it so I guess I'll complain about the classroom now. Not to be whiny, it's a good classroom. It has a whiteboard and desks and lots of computers. The part that I want to whine about is my desk in particular. At the end of every class, you had us wipe down the surface of our desks with disinfectant wipes, but it's pretty clear that the other students who use this classroom did not do that, because every morning when I came in my desk would be sticky and have random drops of some dried liquid on it. I think it's juice? I don't understand why Mohammad A. who sits at my desk decided to spill juice all over it everyday. It wasn't just me either, the person who sits in Saad's desk during the first period also left it sticky all the time. I don't want to be badmouthing other students to you, but I'm not even mad, I just don't understand what they're doing in a computer science class that would make the desk this sticky. I got so curious I was tempted to leave a note in my desk asking Mohammad what the deal is but I didn't. It might even just be residue from the wipes we use, in which case, sorry Mohammad. Lastly, I'll talk about this culminating. As you probably already know, my group decided to do a story game. It's called Grandma's Adventure (Aaron came up with it) because the idea is that your grandma gives you a map to go on a crazy adventure and find some treasure. There are five storylines, so we each coded one: I did a cave, Tuhina did the sea, Aaron did like a jungle temple, Anvita did a mountain, and Haniya did the desert. We poured our souls into coming up with a lot of rich and layered storylines. You probably won't even read all of them but they were entertaining to us. Each storyline also ends with a minigame and I think Haniya's has like three games so really we should get 500% on this CPT. There was a point where we couldn't get the game to work in a Windows Application and my group members were considering switching our whole idea when the culminating was half over, so that was the worst, but we ended up just switching to Console and everything was fine. In conclusion, Culminating was probably the most stressful part of the whole course, because we had to do it with other people, but I think it ended up a good game. I hope you have fun marking the 4000+ lines of code. I'm taking grade 12 computer science next year so maybe you will teach me again, otherwise see you never! Okay, bye.