

From a process point of view, what went well? What could you improve? Other possible reflection topics: Was your project appropriately scoped? Did you have a good plan for unit testing? How will you use what you learned going forward? What do you wish you knew before you started that would have helped you succeed?

Personally, I really enjoyed the project. In the beginning, I was little frustrated in figuring out how to navigate the code. However, after reading the project description carefully, I was able to get my code done. As I was generating my “art”, I was not getting any circular shape, only lines with variation of colors and thought my cosine and sine functions were not working. While debugging, I printed my randomly generated function out and it was printing that cosine and sine was being implemented. I have asked several ninjas but was not able to find the solution. I even pivoted my code and rewrote it all but I was still having the same issue. Even though I was not able to find out why, I really want to know what is going on. Since I spent my whole time trying to debug, I was not able to go extend but I would like to personally try it. Overall, I really enjoyed coding generating pictures. I think the project was well-informed beforehand.