1. Think back to when you decided to take AP Computer Science.
   * What were your reasons for taking the course?

I took AP Computer Science because I have decided to major in computer science when I go to college. When I first heard that there was an AP course on computer science, I had no knowledge of how I could get enrolled. My physical school doesn’t offer computer science. Fortunately, while I was taking Spanish online, I found out that Florida Virtual School offered AP Computer Science. As soon as I found out that Florida Virtual School offered AP Computer Science, I quickly signed up. I am extremely glad that I was able to take computer science. If AP Computer Science AB was still offered, I would have tried my best to get into that class as well. Unfortunately AP Computer Science AB was terminated by College Board in 2009. I probably wouldn’t be able to take AP Computer Science AB even if it was still offered because I would be taking the AP Computer Science A exam and the AP Computer Science AB exam.

* + Describe what you used to think computer science was all about.

I thought AP Computer Science focused on programming. I was mostly right.

* + What did you think you were going to learn?

I thought I was going to learn how to create interactive Java programs that were extremely sophisticated.

1. Consider how far you have come from your first HelloWorld.java program.
   * Today, if someone asked you what computer science is about, what would you say?

I would tell them that computer science is a field that deals with the creation, improvement, and use of programs. Computer Science teaches the principles of designing programs with programming language.

* + Describe some things that you learned that surprised you during the course.

I was surprised when I learned how to create objects. At first, before I began coding object-oriented programs, I thought object-oriented programming sounded difficult. When I reached my first object-oriented program, it was easy. I was also surprised to learn about array lists. After I had learned about the array list, I looked up a way to write 2D array lists. 2D array lists are organized like this List<List<String>> twoDimensionalArrayList = new ArrayList<List<String>>(); . Some of the material was similar to things I have worked with when I independently studied some of visual basic. I didn’t teach myself a lot about visual basic. I might go back and teach myself the rest of visual basic eventually. Some of the material didn’t surprise me because I had been familiar with some of the concepts.

* + When you think about the future, in what ways are you better or less prepared to deal with technology issues that may affect you personally or society in general?

In the future, I will be more able to manipulate technology for a personal advantage and I will also be able to help others with understanding technology. There is a great deal of profit to be made by using computer science in an expanding range of applications. Advanced technology is starting to erase the needs for certain professions. Certain labors can be done better with machines.

1. Describe a lesson that was challenging or interesting. What was it about the lesson that made it memorable?

One lesson that was interesting for me was the Image processing lab. I was able to see some of the code that comprises a GUI. I will likely try to dissect that code so that I can learn how to create a GUI for future reasons. The lesson was also somewhat challenging because I didn’t fully understand the GUI aspect to the program, so working with it was a little strange at first.

1. Describe a lesson that you would like to see changed. Make a specific recommendation to improve this lesson.

I would like to see the Elevens lab changed slightly. I would like to see an added portion where students are taught and guided through the process of creating a GUI. It would be a fitting way to wrap up the 2nd semester of AP Computer Science. By teaching students how to create a Java GUI, the class can increase the interests of some students. Such a change would require a significant extension to the elevens lab. I suggest this change because I want to learn how to create a Java GUI.

1. What career possibilities do you see for yourself in the future? How might technology be involved?

I see myself going into video game programming, or software engineering. Technology is definitely in both of those fields. Software engineering requires a degree in computer science. I will likely go for a masters and PhD so that I can be an expert in my field. A career in video game programming can also be common of a computer science graduate. It is likely that I will write and manage very large amounts of code. I might often times do independent projects so that I can make a fortune. If I’m able to be extremely successful with my independent projects, I might even form my own company. The beautiful thing about the independent projects those theoretical independent projects is that I have no idea what I will do for them yet. All I know is that I continue to come up with new ideas for games to make. I will likely need a small team to help me, but if a project is small enough, I might be able to work independently to finish it. I would likely start making simple video games during my free time while I’m in college.