

Self Assessment

For this class I spent a good amount of time learning the syntax and structures by reading the course material and resource material. The videos that were provided were extremely helpful in understanding on how to apply certain elements to pieces of code. For my final project, I am pretty proud that I was able to skin my project mostly and got it to almost work. I wish I was able to figure out some bugs that were happening within my code that was preventing it from being fully functional. For my final project I wish I had more time working on it. I spent a lot of hours the last weeks of class working on it independently and with Che-Yu to polish my project.

I feel like I was more comfortable in using P5 than processing. I like the fluidity of the javascript language since I do have some familiarity with it. Versus Processing Java was a completely new language to me and I felt like it was a little more complicated for me to use even though there are some pros and cons to using either language. I feel like Processing would be the best language to create generative art.

I feel like OOP is very helpful when it comes to forming classes and objects which helps organize the code tremendously. It is great to be able to create classes for each segment of code and is easier to debug when issues arise. Compared to Procedural programming is more about modules in forms of functions. Functions are also great when you want to return values or have a segmented statements for specific jobs. OOP comes in handy when you have code that is more complex and it assists with addressing difficulties that you get with procedural programming.

OOP concepts solidified my project and some procedural programming for interactive elements in my code. What I learned with reference to programming is that mistakes can easily be made with code and it should be habit to segment your code and not write it out fully. My break through is that it's important to comment your code have a good code structure because in the end it might be difficult to solve any issues that may occur.

For my final project I was able to solve a few bugs in my code. Some tricks that I learned was using `console.log()` for certain variables to see if any values were being passed. I had a few bugs where my x values where not being defined which resulted in my code not being functional.

I will be moving forward with programming, but not to create abstract art. I'm more interested in the web development of websites. However it would be pretty cool to apply interactive elements to certain websites with code. Which is something I can see myself doing in the future.