

Exercise 08: Reflection

CART 253 – Creative Computation I

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- **Your favorite aspects of programming**

My favorite aspect of programming is when something in my code is not working and it finally works after spending hours of figuring it out. Even if it is frustrating, I think the feeling when you finally get it right is worth it.

- **The most challenging elements you have encountered**

I think the most challenging elements I encountered was to finally start my project and find an idea. I had a few coding classes prior to this class. I never really liked programming, but this class was more interesting to me because it was more visual. I think I am just not really a logical person so in general coding for me was the most challenging element.

- **What project/effect/code you are most proud of from the course**

I am the most proud of my Hungry Piggy game (project 1). It was the first big coding project I did by myself that I did not think I would be able to. It was also the first game I did. We only did small exercises, so I did not think I would have been able to do that.

- **Your thoughts about the future of your programming practice**

I have never really been interested in coding, but this class ended up being one of my favorite classes. I think it was enjoyable seeing what I was coding instead of just seeing pure code.