CART 253 Reflection

I came into this class with a somewhat decent understanding of coding. While I was more familiar with Python, Java is not wildly different so there were similarities that I was able to identify and use my prior knowledge to help.

I have always had an interest in programming and coding, mainly because of my older brother who studied it in secondary school. I enjoy coding because, despite being very maths based (maths is not my strong suit), it is very literal. By that, I mean that a lot of it is written in a similar way to the way it would be spoken. For example, an "if statement." When writing an "if statement," it is expressed as "if x happens, then y should happen," the same way you would explain cause and effect in a conversation. As someone whose strong suit is words, this is something I truly appreciate about coding.

The main issue I have noticed myself having is simple and silly mistakes. Things as minor (in theory) as writing one "=" instead of three, or forgetting to define an object. If I ever see the words "x is not defined" ever again, I may officially lose my mind. I am the sort of person who, once I am in the zone, will refuse to take a break which is not always the right mentality to have when coding. Sometimes it is important to take a step back when things are not working out and that was hard for me to come to terms with but it is also something I got better with as the semester progressed.

The project I had the most pride in submitting was definitely the butterfly catching simulator I made. It was the first assignment in which I finally decided to take a slightly different approach and stepped out of my comfort zone. I stopped using the idea of chasing an object / being chased by an object and went for an entirely new concept. The code itself was more advanced than everything else I had submitted and something I was the most proud of. I do wish

I had chosen to expand my horizons earlier on in the term (specifically in respect to project one as I am rather disappointed in my grade for the assignment) but I unfortunately did not and it is not something I want to dwell on anymore.

Programming is certainly something I want to continue exploring in the future, a dream of mine would be to work in game design or something in the realm of game development / testing. I would also like to expand my knowledge on different languages, exploring C# and C++ on top of Java and looking at Python again as it has been a while.

Of all of my classes this semester, this class has almost definitely been my favourite and the most stimulating - it has been a breath of fresh air and more challenging in contrast to my English Literature courses.