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Creative Coding
Professor Bennett
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Final Self-Assessment

Over the course of the semester I would say that the majority of my time was spent coding, but that a lot of it was still spent learning the language syntax. With everything that we learned in class combined with any previous coding knowledge, I could've coded for most of the time, but I still had to look up the syntax for a lot of additional topics that I had learned in the past and wanted to implement somehow in my projects. This is reflected in the quality of my work by how I include a lot of different topics, but don't go into any one topic too extensively.

A success I had this semester was being able to apply some of my previous coding experience to my work in class. I am still getting used to coding in general but found that I was able to pick up a new language a lot easier than I thought it would be. On the flip side I would say that my previous knowledge was also a frustration. I had just taken a course last semester that had a strong focus on coding structure and coding in a manner that was as efficient as possible. Coming to this class with that mentality was difficult because sometimes I would have to sacrifice program efficiency in order to display something a certain way on the screen, which went against everything that prior class had focused on.

Object Oriented Programming is focused on the creation of class instantiations, new data types that can hold data and perform operations on their fields. Procedural Programming is structured as a series of sequential operations. These two are similar in that their functions/methods run sequentially (one line after another) in the same thread, but OOP will jump around more to run code located within a class somewhere else in the document, perhaps in another document entirely.

For my final project I would say my understanding of JSONs solidified the most throughout the whole process. There was some confusion with handling the JSON object itself initially, but I was eventually able to implement it how I wanted to in my sketch. A breakthrough with this came when I was struggling to initialize JSON values as member variables of my Location class. I figured that out by passing in the JSON itself and handling variable assignment within the class constructor.

I was able to figure out most of the bugs that came up with my sketch, and if I wasn't able to find a solution, I was at least able to find an alternative way of coding that would work the same way. To help with my debugging process I would include print statements so I could catch where things went wrong in my code. This was especially helpful because I was coding in OpenProcessing for the most part and they do not have a good debugger.

Moving forward with programming I want to learn more about programming mobile applications. What we covered in class relates to that type of programming because it is also largely. Overall, this class has helped a lot to reinforce certain topics, while also teaching me how to code more creatively and in a way that facilitates a richer user experience.