[Visualization and LLMs] This course generally avoids using large language

models (LLMs) when teaching new material, because they can sometimes be a

distraction (e.g., hallucinating incorrect answers). In practice, though, these

models can help improve programming efficiency. They have also been the source

of concern for many engineers, who wonder whether the models will replace them.

This exercise asks you to reflect on ways to use LLMs when designing and

implementing visualizations.

* Try solving any past course demo using an LLM. Reflect on the experience.
* How do you think you might use language models when making visualizations? Or, if you already use them, what do you think are best practices?
* If programming is not just about writing code, then what is it about?