

After this course, I have learned how javascripts react with HTML elements. Not even at intermediate level of course but I'm happy that I still get a hang of it and understand the basics to submit these 3 challenges at the end. In short, we learned more concepts related to objects, e.g. variables and functions. With the lectures and assignment, we tried to apply those to store data and show it in our own settings. We also learned animation and the usage of APIs. Unlike the previous programming courses, this course involves a stronger side of interacting with users.

What I like is that this course has given me an introductory knowledge of coding and I think by knowing more, it actually gives me more room of creativity of what possibilities can be achieved. But to execute it successfully is another issue of course haha and this is obviously the hardest part. For me I think coding is learning how to think how the code will run and after that it is about debugging, which I can truly feel (the pain) through assignment 3 - the *flyto* function isn't working. It's saying "can't blah blah blah lat of undefined", then I'm missing something somewhere, okay! So let's go up the chain and check the response. Oh this response doesn't have a coordinate object on it. Where can we get one? etc. That being said, I think the debugging part is actually the time where I think I learned the most from.

I still don't think I like programming and it is a bit frustrating to submit something that could look so simple from outside but you actually spent a long time trying and fixing something and also wish to add more features. But everyone has their own learning speed I believe and I'm also aware of the importance of equipping programming knowledge. In all honesty, I do not have a big plan of how to apply it in my future with my current ability, but I do at least want to rebuild my portfolio website from what I have learned about javascript, e.g. animation.