In this class, I have learned many new things in technology, including how to code apps, games, and websites. In code.org where my group made our game, I learned how to make an animation of the background. In the first frame, I did the base of the background with all the details, and then I duplicated that frame. On the duplicated frame I changed the placement of certain details like clouds, stars, birds, and windows. While making the game I also learned of tools that made the designing process easier. The lighten tool made the colors look more pixelated, which was what we wanted, and it made it have a more varied range of colors. The move tool helped with the placing, so I didn’t have to go back and restart or delete something if I didn’t place it correctly. The shape and lasso selection made it easier to shift shapes in the duplicated frame to make the animation. In the Hope App, which was also made in code.org, I learned how to insert images into the different pages of the app and have the buttons work to access the desired page. I also learned how to put in links that take you to different websites and change background colors and word fonts. In GitHub, I learned how to make my own website in a repository. I learned the different codes to put in for different parts of the website. Like to add links you have to do a sequence before it like “<a href=” and for images you have to have a class, and the code before it would be “<img src=”. I also learned how to use the index.html and style.css files. Continuing from this point on, in the technology realm, I would like to grow in my knowledge of coding. Including learning more about different inputs that lead to certain outputs specifically in games, apps or websites.