TinkerCad Circuit and Coding Blocks
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    This week, I got to simulate circuits in TinkerCad as well as work with coding blocks in the programs modeling application. First, I was very new to circuits. I have never worked with them before, digital or analog. I think approaching them first digitally was less overwhelming than physically. Editing the components seemed intimidating at first but it ended up being easier. Wiring took a minute for me to understand but it was simple. As the lessons started to advance, I struggled some because I am just so new to the concept. I found that once I got to Ohm's Law, things started to make more sense through the formula.

The coding blocks portion came easier; however, I definitely preferred the coding blocks that went with the 3D shapes over the coding blocks that went with circuits. I felt that I need to practice more with circuits before I move onto the coding of circuits. I had moments where it was hard to understand what I was trying to achieve with the code for the circuts.

I really liked using the coding blocks with the 3D shapes. It reminded me of some of the programs we did in Creative Coding I. I felt like the coding blocks helped me understand how to use the 3D modeling part of TinkerCad a lot better than I did before. It especially helped me with learning how to move the shapes to create something new.