Joseph Morales

When I started this course, I first thought about its difficulty and structure. Since I had taken a class with you before, I based my thoughts on that prior experience. After receiving the grades for the first quiz and exam, I real quickly understood the pace and workload of the class. Even though, I liked how the information was able to be used in real world examples to show us how we could calculate probabilities with our own data and then have the programmed formulas there for our own set. While the course takes a lot of programming, it definitely helped my skills. I learned to use different probability formulas and techniques, like the Monte Carlo experiment and binomial distribution, to solve problems and determine the likelihood of real world events.

The first part of the course and the project were not to challenging, but fast. It was easier to follow along when I focused on you explaining it first and worried about the notes after. My favorite part of this section was programming the Pokémon TCG card game. Building a card game from scratch (even at a very basic level) and making it playable was impressive to me. It did take a lot of time and trials to finally get a working Pokémon game, but the results made it worth the effort.

During the second half of the semester, my favorite aspect was writing the big report. It was nice to see ways to connect the data to my car. Even though the project took over nine hours to complete, it was incredibly rewarding to see how the data and questions I worked on led to meaningful results.

This course showed me how to use different methods to solve probability problems, which at first seemed much harder and less practical than they actually are. It showed a better understanding of true probability compared to a rough estimate and taught me the creative thinking that is needed to arrive at answers that’s accurate. Overall, this class was both challenging but valuable.