

## Self-Evaluation

I feel that I have satisfactorily completed the expectations put forth by this course. Unless informed in advance, I was present and on-time to every class appointment. I also completed all work on-time and to the very best of my abilities. I met with several students outside of class to discuss issues or concepts that I did not fully understand during the class lectures or while completing a particular coding assignment. I paid careful attention to the readings assigned and to the lectures given.

I completed all assigned projects to the best of my abilities. For my first code I created a program that created random 2D shapes based on the user's input. This was in line with the expectations put forward by the assignment and I felt that my project met those expectations. I designed the program to be creative, but from the users' end as opposed to the program itself. The first code was not an example of programming creativity, but more of providing a visually interesting tool that people could choose to be creative with. I gave the expected 3 minute presentation on this project and feel that I adequately conveyed its purpose, why I wrote it, and how.

The second project, or the Tool Project, I feel was on the right track, but not quite what was envisioned in the expectations. While I believe the concepts presented in the program I wrote (essentially a 3D version of my initial program that had methods controlling both key presses and mouse movements) could be implemented into a larger program, my program itself was rather enclosed and self-sustaining. Also, it did not seem friendly to try and use it in any other way than how it was constructed. I enjoyed creating the program immensely, which is how I might have lost sight of the "Tool" part of the assignment, as changing the methods for

controlling the 3D spheres and objects I created was mesmerizing and very interesting. It was like conducting perpetually changing tests on the physics of an unknown world. In the end, the program yet again relied on the users' own creativity, rather than producing any of its own. The presentation I gave adequately covered how and why I created it as well as explained the role I envisioned it performing.

For my Final project, I initially wanted to create a 3D functioning model of the solution to a Tower of Hanoi puzzle with variable discs. However, partially through coding this program, I remembered all the Tool programs that had been created and that were simply sitting in a zipped file on the course website. I decided to try and use one of the Tools in my Final and then decided to use all of the Tools at once and thus make that my Final instead, hoping that by putting all the Tools together, some kind of emergent creativity may reveal itself. I spent a good majority of the time and coding into getting all the programs to function, with the goal being to retain the initial purpose and functionality of every individual's code. This eventually worked and I managed to use some of the variables produced to influence a fractal-based program that draws ferns. It worked with mild success (as you will see in the comments in the project itself). I feel that the presentation I gave on the project adequately covered the purpose and functionality of my program.

Having only taken one programming class before, this felt like a major refresher and I feel that I performed satisfactorily in the class while meeting the course expectations to the best of my abilities.