**Reflection**

I was really scared in the beginning because I had no experience with java. Moreover, my first semester was not that good. I planned to read the textbook and attain all the lecture to understand the content. But I after a few weeks I realized that reading the textbook was not helping me enough and it consumed a lot of my time. But I also figured out that a better way to learn is by actually practising coding and writing the coding. The assignment really helped me to understand the concept has helped me to improve my understanding of the concept.

My project consumed most of the time of this course, but I was lucky enough that I had a really a good team. My team helped me when I had a doubt about anything. Moreover, I helped my team to organise our work, planned what is going to be the next steps and track our progress. I helped my team by creating all the necessary documents required for the submissions, by providing creative ideas to solve a problem and by coding the code which is required for the game. I think my organizing skills and me tracking the work of my team helped was the most import thing that helped our team to finish the project. I think that if I had helped my team more with coding the game then our game would be better and we might have finished the game earlier. I think my team members have really helped my team by learning many things by themselves and using those skills to complete our project.

This semester was full of learning and trying new things. I am now confident to code in java and I have developed how to think to write code for a Object Oriented language. Moreover, I learned about GUI and how to use the GitHub. I think I will use my ability to think from the Object Oriented (OO) approach when I would code again in the OO language. And my Github skills will help me when I will be there in the industry and when I will be working with other teams in the future. Moreover, I would use my knowledge of java when I would develop android applications.