Fall 2017:

Computer Science Orientation: This class was an 8-week orientation to get us used to the school's department, our final project was actually to build a LeJOS robot that could autonomously navigate a maze.

Introduction to Software Development: This class was an introduction to programming in Java, we learned about basic concepts of programming and tested out our programs audibly with a software called JMusic.

Spring 2018:

Algorithms and Data Structures: Another course that was taught in Java, in this class we learned a lot about different data structure and object orientation. One of the biggest skills I gained from this class was a sense as to how to make my programs more efficient.

Discrete Mathematics I: The outcome of this course was to help us learn to formulate problems in mathematical terms and concepts such as functions, relations, graphs,trees, and Boolean logic, which are conducive to methodical problem-solving. I learned a lot on how to approach problems logically, and how to formulate mathematical proofs.

Fall 2018:

Computer Architecture: This is an introductory course on computer organization and computer systems. Find our class website here. This class taught us how to Design combinational and sequential logic circuits, and understand and identify the components, and their interactions. We also built our own CPU. We learned how compilers generate machine code for simple C programs, and how to improve performance of C programs through basic code optimization techniques.

Software Engineering: You can look here to see our class website and what we were up to. In this class, we learned more about the C programming language, including things like syntax and memory management. We also studied topics in Java a bit more deeply, and refined our skills in object oriented coding, concurrency, and overall design.

Discrete Mathematics II: Click here to access our class website. This course was a continuation of Discrete Mathematics I, and solidified our skills in how to develop an understanding of how to read and construct valid mathematical statements, arguments, and an understanding mathematical theorems.

Spring 2019:

Software Design for Handheld Devices: This class is a continuation of my software engineering education. In this course, we learn how to code and design Android-based applications in Kotlin.

Database Systems: View our class website here to see what we're up to this semester.

Systems Programming: View our class webpage here to see what this class is offering this semester.