Self-Assessment

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I think that because of my previous experience with programming at Tandon most of the time that I spent learning about programming was focused on some of the concepts that we learned related to coding creatively rather than the way to program. This makes it pretty hard to compare to the actual amount of time spent programming, because whenever I would sit down to program I was always checking and rechecking and learning as I would go along the programming progress. During those times I would say more time was spent actually programming but if you add in class time learning I would say they more or less equal each other.

I like processing and p5js pretty equally. To me it is kind of like the way I feel about speaking English and Spanish. I think I am equally good at both of them and that they each are useful in their own way. Spanish and p5 have their own ways of expressing and creating things that would be much more complicated if even possible in English and processing. The difficulty for me comes from working from one to the other. Sometimes they get jumbled up in my brain and I use syntax from one in the other. (Vectors especially)

I think OOP is pretty great and not just because it is fun to say as it is written. It makes it super easy to create things that interact with other things because the properties of each are separated into their own little files far away from each other. Procedural programming is also pretty great because when it is useful it is so much simpler to write than oop, and solving a bug with procedural programming is like proof reading an essay while in OOP its more like replacing a needle in a haystack with a stick.

Every time I worked with classes my understanding of them would grow and grow. I think with my final project I would feel comfortable saying I am good at implementing classes into my code. I also finally understood the value of using vectors for recording just position. Initially I would have only thought of using vectors when using forces but recording a position vector is just so much easier than recording a bunch of x y positions. I also, by having to do a bunch of math to undo them, learned more than I thought I needed about matrices.

With regards to bugs in my final project. I didn’t really have any major bugs in my code but rather missing pieces. The bugs I did find by writing were fixed through endless and I mean endless commenting and uncommenting of code I had already written.

As for programming in the future I will probably use it mostly like I do drawing or doodling. Sometimes I get an inspiration of something that I want to make or do and I will take it on as a small project that I can do when I’m not stuffed with classwork. I have yet to encounter a situation where I can use it in a more practical sense but I am more aware now than ever before of the practical everyday applications that programming has.