

Creative Coding  
Fall 2019  
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Final Assessment

Throughout this semester of coding, I think I've spent an equal amount of my time learning the structure and concepts of programming and actually programming. I think this approach was most beneficial to me because I like to have a clear understanding before doing something and that allowed me to know and plan ahead of what I want to do and what I am going to do.

I think I've learned a lot about programming through Processing and P5.js but I am more comfortable with some concepts in one language than the other. For example, I prefer to do OOP in P5.js than Processing. The reason is that I was confused with the concept of 'this.' in P5.js, so I studied it as much as I could and worked in P5.js to get a better understanding and now I've just become used to it. I really liked how we started with Processing because it has such a good reference, but I like that P5.js has really interesting libraries to work with.

Object oriented programming was confusing at first with making objects and classes but I've realized that it's very useful when creating lots of the same things. Procedural programming is different in that aspect because it takes up a lot of space and it can become very messy. Also, although both ways of programming involve using functions, OOP allows for a more organized approach, as methods (functions) for objects are placed within the class statement.

For my final project, I was able to solidify my understanding of images, text, API's, p5.speech library and the DOM library. I focused on using API's and I know how to manipulate them to get only the information that I need. At first, I had a hard time using user inputs as part of the API URL but I figured out that placing the loadJSON statement in different functions is the answer.

I had to do a lot of debugging for my final project because I heavily focused on topics and libraries that we didn't spend a lot of time on. I relied on using the command 'console.log' to see which parts of the code were and weren't working. For example, I had to use regular expressions, which I didn't understand at first during the in-class challenge, to sort through the user inputs to determine which functions to use, and to make sure that everything was working as intended (numbers interpreted as the birthday and single words interpreted as keywords, etc.), I had to constantly say things and see what the system interpreted them as.

I've taken some programming classes before this class, but programming and learning visually and not with mathematical functions and operations was a really different experience. Having something in mind to create made thinking about the

process of programming actually fun and much more bearable, even if I had bugs and problems getting to the final result that I wanted. I definitely want to explore the p5.play library more on my own and actually create a game or even just a simple animation.