Exercise 08: Reflection

Before I started university, I already had some basic knowledge in coding. Back in cegep, I learnt HTML5/CSS3 (and SASS), JavaScript (and Phaser), PHP and C#. Although my cegep program was considered to be half design and half coding, I must admit that I had a harder time coding. It was in fact, one of my weaknesses. Even though some languages are easier than others, I always had a hard time with JavaScript. I can understand and write simple codes, but once it gets too complicated, such as nested loops, OOP, or even arrays, I always had a hard time grasping the concept. I mainly used JavaScript to code websites so it was not always creative and fun.

When I first started this class, I did not know what to expect. My first thought was : refreshing my memory and maybe understanding a bit more of JS. To my surprise, this course easily became one of my favorite classes. Drawing by coding was a different experience and made it much more enjoyable for me. I really like how there's no "right" way to write a code, there are million and million ways to write a code. There are more efficient ways but if it works, it works! Looking back at all the exercises and projects we did for this course, I think my favorite by far is still my very first exercise. Even though we just started learning p5js, it was fun and interesting how I had to come up with and find ways to create the shapes that I wanted and do various interactivity. I must admit that I didn't put in as much effort for some exercises but nonetheless they were still important for my learning experience.

I encountered some challenges with the sound module. I think it was mostly because I was a little disinterested in learning more about manipulating the sounds and such, but I remember not being as excited to learn this module than the rest. Also, I remember I had trouble with collision when it was between the mouse and a rectangle. I thought the code would be the same as a collision with a circle but it was not. I had smaller issues with my code too but it was mostly careless mistakes.

I believe that I will be writing codes much more in the future, mostly to create games. I find myself more attracted to coding for my games than for websites. I plan on taking more courses on coding to acquire more knowledge and I just want to get better at it in general.