What is Good?

I’m just beginning to grasp the big concepts in computer science, so the software and applications that I’ve developed so far have been laughable at best in the eyes of those more accomplished than me, but I’ve come leaps and bounds from last year. The best application I’ve made thus far in my computer science career is the weather app that I’m currently making, because of the way it displays images. It searches through my images folder and uses the subsequent folders as keywords for weather conditions, then it randomly selects an image from the relevant folder to display as the background image for the application. It then resizes the image and makes the image fill the window no matter how you resize the window, all while maintaining the original aspect ratio of the image. I think this is good because I’ve never felt capable of doing something like this until now--in essence the application is good in my eyes because I’m proud of it. I thought of how to accomplish the task, then I did it. I’m sure there are plenty of things wrong with it, but it’s something I never thought I’d be capable of.

I believe the application is also good, because it’s something I would consider using. I tried to account for as many user errors as I could think of, and the application doesn’t crash very often if at all. All of the times it has crashed, I’ve found the reason and fixed it (or at least attempted to fix it). Basically, it’s as good as I can personally make it, so that makes it good in my eyes. If I would have left glitchy parts in the app that I could’ve fixed, then it wouldn’t be good to me anymore because I would’ve deliberately ignored something out of laziness. I believe something is good if it’s the best work you can do, and I believe everyone should do their best work all the time. It’s not good if it’s not your best.