

《Me And Program relationship》

When I review this semester's study time, the most noticeable change is that the distance between me and programming seems to have quietly grown closer. When this semester starts, my understanding of program was extremely limited. Because not really understanding the program makes me feel that I don't really know about the program, leading me to think it's a set of icy rules written for a computer to look at, made up of logic, organization, circulation, and variables. I had previously learned a little by HTML, but I am not skilled enough to know how to write JavaScript or p5.js. At that time, for me "if" statement, "for" loop these concepts felt both unfamiliar and intimidating. I always think, "Just write one mistake, and everything will explosively make a mistake." Now that I think about it, there was a tension that even outweighed curiosity, but along with the course, it gave impetus to my gradual understanding that programming is not only a technique but also a way of expression and a way to create new material. Like paint, paper, camera lenses, and sound. Code is a medium I can use. I am starting to understand why creative coding an art practice will be: it's not making art become digitized; its making numbers become more artistic

During the first few weeks of the course, my study rhythm was always debugging. Most times I am looking for brackets, semicolons, and

spelling mistakes. Sometimes I wrote a dozen or so lines of code, but I couldn't tell where the question appeared; sometimes just lacking a small bracket made the whole program stop running. But it's exactly this ongoing process of finding mistakes, fixing them, and finding new ones again that slowly makes me set up logic, and I become increasingly skilled when writing code. I am starting to understand Variables is stockpile world state small box. Functions are drawers that wrap behaviors. If judgment is like art, choose branches in artistic creation. Loops give the frame rhythm, repetition, and structure. Especially p5.js, which made me write code for the first time, things like drawing, canvas, color, line, transparency, and velocity. These words make me feel familiar with, even dear. That shift from the unknown to the controllable, from tension to familiarity, is something I had rarely experienced in any other medium.

As the technique improves, I am starting to consider, "What can the program ultimately bring to my creative work?" In this course, I learn that the most important thing is that creative coding allows my idea to move on its own. Before, I was accustomed to sketching, creating static visuals, and using color to express atmosphere, but coding has made me start thinking about dynamic changes and behavioral logic. I found that between "ideal" and "execution," I had gained a new way of connecting them: I can write a rule and make work grow by myself. It's so different

create by before what I did. Before I had to do something on my own, but now I can set, lead, and observe. I am not only attention work final appear; is attention this thing take process. This course also changes me for making mistakes. When drawing, the mistake is obvious, but a code mistake may be a blank screen, an animation that didn't move, or a voice that didn't play. But these mistakes made me understand my own logic more deeply. Many times, my understanding of the work became clearer gradually during the debugging process: why is velocity not true? Why run into not found? Why did the timer end early? These think orders do not stop the test; they make me feel creative in the process with an added sense of structure and a deeper form of self-dialogue.

As the course comes to an end, I feel closer to the creative coder in this role. I wouldn't say I already grasp all technology, and I also wouldn't say that I'm fully confident in programming yet. But I can clearly feel the relationship that is being built. I am starting to believe I can use code to finish imagination. What I look forward to the most in the future is being able to bring more nature to my daily creative work. Maybe it is: Do more complete interactive work. Make my visual design have behavior and feedback. Use code to do some unexpected shapes.

This course makes me realize creative coding does not seek perfect. Code doesn't get upset when I change my style; it even encourages me to make

mistakes, to try, and to start over. I also understand code is a future-creating language, and I was gradually learning how to use it to relate my own story.

If I say when the course started, I and the program were the most familiar strangers, and now we are friends who are just beginning to build trust. I am not afraid to open the editor; I am not afraid of seeing a blank screen, and I am also not afraid of the red error message. I understand logic and organization and understand creative coding freedom and power. The most important thing I realize is that to be an art student, I am not learning order; I am learning a new creative method. It has opened a door of immense possibilities for my future, and I'm willing to keep walking through it, to keep exploring. When I am looking back at this semester, the program is like a path I didn't dare to step onto at first, but all the times I tried and fixed things made me feel like I belonged to my own pace in it. It's not like drawing or taking a photograph directly, but another way makes me closer to creating. I am still learning and getting suited to it, but I know this relationship is going to grow. I hope in the future I can use code to construct a more complete world and allow myself, through this ongoing journey of trial and error, to continue becoming a freer creator.