**Reflection**

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**DBB100**

*From no experience with programming to having the basics under control for a little, through the lessons of Creative Programming.*

Creative programming is based of lectures and workshops to help you in improving your programming skills.

My first thought was that it would be very hard and that I wouldn't be able to make cool static sketches and moving sketches, but at the end I am now able to do that: making nice sketches where I can be proud of.

Another thought was that it would take a lot of time. This was true: to get the program working you have to write a lot of code again and again until it finally works and looks as you had in mind.

I also thought the course would be boring and nothing for me. I'm not a computer fan and not a fan of just sitting behind my computer for a long time. This is still the case: I don't want to sit a long time behind my computer, but it is cool and interesting to write code. To see when you write a line of codes that it appears as a circle or a triangle when you run it. Sometimes it can be annoying when the code doesn't work, especially when you've been working on it for a long time, but at the end when it's finished you can be proud of your final work.

*What I have learned;*

From writing over and over the code, making the code better and rewrite it, I have learned to not give up and that it is a hard process and lecture, but that you will be fine if you are willing to succeed. Codes are complicated and strict, but when you understand the coding it is fine. You have to learn to think like the computer does.

I now know some codes from memory, because I have written it so many times. For example some easy things like the setup and draw functions, how to define the size of the screen and background, but also if and for loops.

But I am still going to figure out what is wrong when you get a error 'array out of bounds exception', because that is something I haven't figured out yet.

*How will my learning contribute to my ambition to become a designer?*

With this development I am now a little bit capable of programming to make a sketch of something that is on my mind and to make the drawing in my mind visible for others and of better quality then drawing.

By working long hours to get the code to work for my homework assignments and challenge I have learned to have a lot of perseverance to go further to make it work.

Watching tutorials helps to understand coding better and it helps to have an other explaining of the learning material. This will also be useful in other lectures of other subjects.

To become a designer you have to work on yourself, but also have to be capable of asking questions to others to learn from them. This course teaches you to figure the code out by yourself and at the end if it doesn't work yet, you can ask others to help you to give other insights into the code. When you want to become a designer you have to ask others for help sometimes, because you can't do everything by yourself because you do not have all the skills yet.

*Planning;*

I planned to work on the homework assignments after I had the Monday lecture, because in the Monday lecture they would explain a little about the homework assignment. I executed my plan as planned. After Monday I would work on the assignment and I would hand it in before the actual date to be on time for certain. I have achieved to work on time and as planned. I am going to keep pursuing this planning to always get everything finished in time.

*Did the workshops challenge me?*

The workshops were hard to understand and the codes were explained quickly, so you had to catch up to not lag behind. But the result was very cool! And in the end it wouldn't result in a too hard code anymore, because you would have had tackled all the lines of code.

*Did the lectures and workshops change my way of thinking?*

The lectures and workshops did change my way of thinking as to understanding programming. You have to understand how the computer thinks. Also you have to write everything step for step and very clearly so you don't get an error. If you miss a semicolon the program won't work already. Which is a good thing to know if you're working with computers and their programs.

*I have learned from these lessons and workshops that you have to be patient, think like a computer, ask questions, watch tutorials, try again and again and be happy when you have reached your goal.*