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ENGL 110

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Coding. To most it wouldn't seem like anything much less consider it a part of any literary style or technique. But there is much more than meets the eye with the arts of computer science. Like writing any story, coding can come in many ways. It can be short and simple, but it can also be long and complicated. To me, pursuing computer science was much more than just writing down code and dealing with the different types of syntaxes that came with it. It was like a whole new language and learning it wasn't any different.

My coding endeavors started once I entered forest hills high school where I started off in a class called *Intro to Computer Science* with one of my favorite teachers Mr. Andy Segal. He taught me my first coding language which was Java and the first line of syntax he taught me was:

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System.out.println("Hello World");
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And when this line of code was compiled, all it did was return the words "Hello World" to the terminal. Although it was a simple line of code, it was a defining moment for me as it introduced me to something that I wouldn't have done if it wasn't for this class. I loved learning how to code in this class. It was really fun and I got the hang of everything that was taught to me. One of the hardest and most annoying projects in this class was the series my teacher called "Evil Es". It was an elaborate series of projects that required a lot of focus and skills in the allocation of characters in strings. It was an annoying project

but it overall helped me learn the basics of Java. But with multiple runs of trial and error and a strong support system, I persevered.

After the conclusion of *Intro to Computer Science* I realized that I wanted to learn more about computer science and therefore I was ready to take on the challenge of taking *AP Computer Science A*. And as the name suggests, it was quite the challenge. Taking this class involved a whole new series of syntax and topics like polymorphism and inheritance. I didn't end up doing too well as there was so much more to learn. But with the help of my computer science mentors, Mr. Segal and Mr. Suriel, and my experience in AP Computer Science, I was able to not only understand coding and the logistics behind it, but I was also able to teach them to my fellow classmates who were struggling to comprehend it. That alone made me realize that I had the potential to pursue a future in coding. Up until this moment, I realized I lacked the confidence to commit to it. This realization led me to creatively explore coding through my own club, Game Designing Club, which I began in my junior year amidst the covid crisis. It allowed me to have an outlet to explore coding and also connect with my classmates and friends which was challenging due to the pandemic.

As president of the club, I made it my duty to create a community which allowed people like me, who loved coding, to transform it into an outlet in which we challenged the concepts we learned in class and apply it with our own creative twist. This was by the far one of the highlights of my high school experience. Not only did we recreate some of the nostalgic games we grew up playing such as Pac-Man and Super Mario Bros., but we also took inspiration from them to create some of our own. We were hoping to present the games we created to the school at the Computer Science Fair but

due to COVID-19, it wasn't feasible. But we didn't let that deter us from sharing them with the people in our lives.

After spending so much of my time in high school on computer science, I was able to unlock new skills in not only coding but my imaginative and creative skills in the literary arts. I overcame my struggles in coding and it evidently made me better in the computer science field and taught me a lot of life lessons along the way. This overall was one of my best experiences in life and brought me back into the literary world after a long time.