

## Useful mistake

Last year during the final project, we had to launch a new product. Our new product was an app and a computer module. I was part of the app team. I had to create a program on the phone. The mistake I made was that the phone app was too heavy to run. This caused the app to crash immediately. This mistake happened because I didn't know the programming language well enough, but I started programming anyway.

I should have practised more. I started programming the app, because I started right away it took longer to finish the app. The next time I start making a test app before I program the real app.

We should have had a clearer picture of what exactly was going to be in the app. Because we didn't have a clear picture, during the programming we came up with options that we also started adding. This caused a less clear picture, and take longer to program.

My advice is to learn the programming language before you start, watch YouTube videos or practice beforehand. This will save you time in the end.