Self-Reflective Essay 2

I learned a lot more this time around from the assignments. I learned quite a bit about Windows, how to understand someone's point of view, and things like Aristotle's views. From going into such depth on my essay I learned a few new things about Windows. Mainly about how it's good for enterprise. I learned about it by conversing with friends about their opinion on Windows and Linux. It expanded my knowledge slightly and helped my essay loads since I had nothing positive to say about Windows. The next thing I learned is the core reason as to why people are so against gay-marriage and gays in particular. It was incredibly difficult for me to understand their reasoning so I had to consult many friends to figure this one out. It really helped me understand a point of view of a homophobe in a somewhat serious manner. This'll be incredibly important in a job or school environments where I have to deal with dumb higher-up's decisions. Finally I learned about Aristotle's appeals: Ethos, Pathos, and Logos. It is good to know because I actually had an assignment in my COMM1010 class that mentioned it (and I didn't understand it then), but now I understand that Pathos is the appeal to emotion. This is where people mention things about HIV, 9/11, and cancer. Ethos is the appeal to crediblity. This is where people mention they've been working for 10 years and have a degree in X which makes whatever they say valid or they list resources and evidence as to what they're saying is valid. Logos is the appeal to reason. This is where people point out a problem and a solution and explain why their solution is viable. It's pretty interesting to know about these three appeals-- it'll certainly make me seem more intelligent if I ever get the chance to mention any of the three. Lately I've been learning about open-source development as well. I've submitted an application called slop, and an application called maim to the Arch Linux user repository. I also published it on Github under a GPLv3 license. Already I know many people are using it, and they are extremely happy with it. I've had many people contact me to show me the cool scripts they've made using them, and I've also had a guy from

sweeden who pulled the repository and fixed a few bugs. He also added me on steam and we discussed some accuracy issues that slop had. All these problems I had no idea existed, but due to open-source development I was not only shown that the applications had accuracy issues, but they also had support issues. Collaborating together with other users I was able to make it work properly on all systems, as well as be pixel-perfect accuracy-wise. All in all I learned quite a bit about Windows and Linux, but also about some writing techniques and cool names for simple concepts.