I've never read in an Excel file, but I've used a text file before, so I copied the data from the spreadsheet and put it in a csv file into the terminal. It was difficult, but I found a way to convert the string values that I initially read from a text file, into an Excel file. Today, we had our final class of C++. We learned about classes and object inheritance within a C++ project, and we practiced with the process of creating something great in Solidworks.

The bathroom door has a handle to pull, the door, instead of to push. One thing that I learned from this lecture is that you are where you stood today because of the decisions you made in the past. Even the decisions that you don't think will have too much impact, can completely change your course.

I improved the game I made in Unity today. Before we ran it, we had a quick run-through of the project, and then we welcomed our users. I'm pretty happy with the game I made today. We also brainstormed ideas for a stressful task in virtual reality, and demoed some of the tasks that had already been created.

At the beginning of the day, I felt overwhelmed with the switching between multiple modes, but we continued by working on Blender, partially due to the fact that the controls were messed up because of something to do with the GPU. It was a rough start for me.

I found the GenderMag presentation to be very interesting in the way that they decided to account for diversity in their study. She also added controls for the player character to move around the environment.

I've used 3D modelling tools like Blender beforehand, but trying to design machines. It was a rough start for me.

In the end, I was able to create a script which works quite well. It finally worked!

In addition, my group and I continued to improve our game. Today, we also had to choose the Deeper Dive that we are interested in.

At the end of the day, we had yoga, which I thought I was not going to like. It finally worked!

It did not work on the computer we are using. Earlier tonight, my group and I met up to work on our project. Today, we also had to choose the Deeper Dive that we are interested in.

Before we ran it, we had a quick run-through of the project, and then we welcomed our users. I'm pretty happy with the game I made today. We also brainstormed ideas for a stressful task in virtual reality, and demoed some of the tasks that had already been created.

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