**Reflection**

I have grown as a programmer since I have learned the basics of java and how to use some basic Java classes and libraries in code to create different programs. One assignment that I thought could be modified to allow new thoughts and examples was lesson 4, where instead of the program’s user having to edit the code again and again for each new client the shell was applied for, lesson 6’s interactivity could be applied to make the process easier for the sender since they could instead use a user interface to input different information into the shell. This specific assignment also related to a real-life situation since shells and example forms are used by many people and companies in order to send messages to their customers and clients. Having to create a new letter per person would be exhaustive and time-consuming so using a shell, similarly to this case, would save time by efficiently using code to complete the job.