**Analysis Questions:**

1. In very general terms, how could you program the turtle to find its way through the maze on its own?

Instead of programming the turtle to move and turn specific amounts, instead I could make it turn whenever it meets a wall (black color) and eventually the turtle would find its way to the end.

1. What question(s) of your own did you answer while writing this program?

I figured out how to use different methods of the turtle class to achieve the results I wanted.

1. What unanswered question(s) do you have after writing this program?

How can you make the turtle automatically maneuver through the maze instead of displaying the final positions and paths of the turtle?

**PMR:**

* The main point of this assignment was to familiarize myself with the turtle class and its different methods in order to maneuver through a maze.
* This relates to a real-life situation since programmers sometimes have to create simple graphics or simulate real-life objects through code in order to give themselves a sense of possibility.
* I have grown as a programmer since I now can create simple graphics using the turtle class, and can utilize this with my previous lessons to create something new.
* The biggest problem I encountered was finding the specifics for the turtle to move, but just a little bit of guess-and-check solved it.
* One thing I can do differently is concise the amount of code I have by not having the turtle backtrack to some of its prior locations to re-align itself for going to a new position.
* One way this assignment could be extended is user input could evaluate how far and by how much the turtle turns and moves, making user themselves complete the maze through the manipulation of the turtle.