**Analysis Questions**

1. If you were updating the **Turtle** class, what is one additional method you would include? Provide the details necessary to create an API entry for your new method (i.e., method name, parameter list, return type, and description).

I would include a curve method, where an angle and radius are used to draw a curve by the turtle. I would specifically name the method ‘curve’ and the parameters would be curve(double angle, double radius);. Return type would be void, and the description would be the curve method tells the Turtle object to create a curve based on inputted values for the angle and radius of the circle the curve is extracted from.

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

How to divide and conquer my assignment by using multiple user-defined methods to save time and make it more efficient.

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

How to repeat commands to the Turtle so it can create different shapes without the programmer having to input all of the movements.

**PMR**

* The main point of this assignment was to use different user-defined methods/procedural programming to save time and make coding more efficient.
* This relates to a real-life situation since everybody wants to save time when finishing a task, so programmers using these methods would save time and organize their code through dividing and conquering.
* I have grown as a programmer since I now know how to use different user-defined methods to save my own time and make my own code more efficient.
* One thing I can do differently in the future is refer to my graph paper more often for the slight re-adjustments of the turtle instead of catching the errors later in the code and having to fix them.
* This assignment could be extended by introducing loops where the turtle could create new shapes which were only previously limited by the programmer’s ability to create more instructions.