**Reflection**

I have grown as a programmer since I now know how to use object-oriented programming and multiple user-defined methods to create a project from a divide-and-conquer mindset. This will allow me to save a lot of time and be very efficient with my work. I also know the basics of the turtle class and how to create simple turtle artwork.

One assignment that I thought could be modified to allow new thoughts and examples was lesson 5, where instead of the program’s user having enter a character to progress the animation each time, external research could find a new method to delay the scenes of the animation, making it appear more realistic. User-prompted parameters for custom methods to vary the shapes in the animation can also be developed.

This specific assignment also relates to a real-life situation since sometimes, with simple games and such, a user creates and controls a simple artwork or animation, and this is just one way to have fun through programming.