**Analysis Questions:**

1. How did your Module Project help you extend the media computing concepts learned in this lesson?

The module project helped me extend the concepts I learned in the lesson because I can finally combine multiple things I learned in this lesson, such as the ideas like OOP, along with new methods that were introduced. In addition, I can use information I learned from previous lessons in my project, and I do not have to stick to the confines of the lesson.

1. What did you like the most about your Module Project? What did you like the least?

I liked that I had the choice to extend an existing project, since while doing some of the projects I had ideas on where I can improve the code, but did not know specifically how to do so. The module project lets me go back and add things that I would not have known how to do before, which is a good way to show proficiency of leaning the lesson. What I like the least is sometimes it is difficult to understand and process through new information not taught in the lesson, such as new methods, etc. but in a way that is also a good thing since it helps me practice learning from external resources, such as other websites on the internet.

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

I figured out how to use new methods, and how to create a proper delay in the code so that the animation runs smoothly.

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

I want to know how I can create a dropdown menu for the user to choose the color, since currently there are very specific ways to write the color and that is too complex for the user of the program to understand.

**PMR:**

* The main point of this assignment was to create a new project from scratch that highlights the use of new knowledge obtained through this lesson.
* This assignment relates to a real-life situation since programmers do not always have example code to look off of and are constantly creating new programs to fit the needs of their application.
* I have grown as a programmer since I am now able to introduce new methods not taught to me, as well as use the idea of OOP in my own projects, and to my advantage.
* The biggest problem I encountered was with the algorithm and the do-while loop I was trying to create, but coming at the problem from multiple angles, as well as a break helped me process how I wanted my code to be written.
* One thing I would do in the future is try to shorten my code, since afterwards I noticed that though it would take more time, some of the sections of code I had in my methods could have been shortened.
* This assignment could be extended by properly introducing a place where all sorts of new methods could be learned, and then used in the program.