**Analysis Questions:**

1. How could you create a fractal with different colors?

I could have color as a parameter for my method to create a fractal. That way, I could have, for example, R turn the line red, G for green, B for blue, etc., in addition to the F, -, and +.

1. How could you invert a fractal so that it is drawn in the opposite direction?

Making all the turns opposite would reflect the fractal over a horizontal line.

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

I figured out that for strings, I must use the equals() and equalsIgnoreCase() methods from the Java API, but there was no need for the second method since in my instructions I only used the capital F.

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

How can I automatically make the code create a new fractal based on my initial/base design?

**PMR:**

* The main point of this assignment was to create a fractal using a string of commands which would be converted to commands for the turtle.
* This assignment relates to a real-life situation since artists and programmers who use code to create art and different designs may use a repeating design like a fractal to freely create patterns and create example models of real-life fractals, such as that in a snowflake.
* I have grown as a programmer since I can now use if, if-else, and if-else-if statements in my future projects to create a variety of new programs for different applications.
* The biggest problem I encountered was I used a character and == instead of a string (and substring) and the equals() method, and I figured out that I needed to use String when I tried printing a test statement in my method for moving and it never came through. (debug).
* Something I would do differently in the future is plan out my entire fractal so that it is easier to replicate in the code, and maybe making it a little bit longer.
* This assignment could be extended to include different parameters, such as color and thickness, to add on to the fractal design.