**Analysis Questions:**

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

I was able to use the knowledge and concepts I gained through, not only the previous lessons, but previous units as well, to create a final project that highlights the use of each.

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

I liked that I was able to make it work the way I wanted to from the start, and had no major complications or algorithm issues. The thing I liked the least was I was limited by my knowledge and could not keep referring to external sources as they were unkept and disorganized through platforms, though obviously this is how learning new code and solving problems for new and experimental applications occurs in real life.

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

I figured out how to use examples from multiple lessons, such as the color filters, the ‘and’ and ‘or’ operators in if statements, and a new System.exit(0) command that I used to terminate the program if a choice was selected incorrectly.

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

-How can I make multiple options to select into a dropdown menu instead of having to rely on the user to input their choice correctly?

-What is a quick and concise way to let the user create (by inputting custom colors for custom ranges) and store different color palettes that they can call upon the image, even when the program is closed and opened once again?

**PMR:**

* The main point of this assignment was to create a final project based on the previous lessons, and to integrate various concepts learned through those lessons into the project.
* This assignment relates to a real-life situation since programmers are always learning new code, and consequently creating new code for whatever task they are trying to accomplish.
* I have grown as a programmer since I now understand all the topics in this unit, and how I can use them in my own project.
* The biggest problem I encountered was finding a way to create my custom color pallete in my code, as I needed to replace ranges of colors with single, defined colors. I solved this by using the ‘and’ operator, and different greater than/less than symbols (if x > 10 and x <= 30) to fix this.
* I have said in the past that I need to plan out my project before coding it. In this case however, I feel I spent too much time on this area, and in the future I could make my plan more simple and broad, so I know my plan and what I am talking about, without having to go into detail.
* This assignment could be extended by adding new topics of future lessons, and how they can be integrated in a project you have made in the past.