**Analysis Questions:**

1. What is the purpose of a private instance variable?

The variable is only available to its class, and other classes cannot modify the variable.

1. What is the purpose of a constructor?

A constructor helps you not have to re-write the same code for constructing an object over and over, as you can refer to the contractor class whenever you need to create a new object.

1. What is one advantage of the OOP design?

It effectively organizes and stores code, so you can call out multiple classes and methods instead of creating and using them all in one class.

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

I figured out how to use a constructor class and keep calling from it whenever I needed to draw a new object.

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

Is it possible to have multiple constructors with multiple applications in multiple classes to draw multiple objects on even multiple canvases?

**PMR:**

* The main point of this assignment was to use the OOP method with multiple classes, a constructor and application, to draw a picture.
* This assignment relates to a real-life situation since OOP and defining multiple classes is an important and widely used method of structuring and organizing code.
* I have grown as a programmer since I now have the mentioned skills above to attempt large-scale projects with less time and effort.
* The biggest problem I encountered was not being able to draw wherever I wanted to the first time, I solved this by properly laying it out on graph paper prior to coding it.
* Something I would do differently in the future is refer to the graph paper first before writing any code.
* This assignment could be extended by creating brand new constructors, maybe using some if and for loops within them.