**Analysis Questions:**

1. Why can't geometric shapes be drawn on a **Graphics** panel?

Geometric shapes can’t be drawn on a Graphics panel since the graphics class has the basic drawing methods, but the Graphics2D class gives the programmer more control over the managements of graphics objects. Both classes combined let you draw geometric shapes, on a x-y plane.

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

I figured out how to flip an image over either the x axis, y axis, or both, and then flip that entire image over the same axes as before, creating a 4x4 grid or tiled image of one original image or pattern.

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

How far could I mirror these images? Is there a point where it can’t be mirrored anymore (if set on a loop to keep mirroring and mirroring)?

**PMR:**

* The main point of this assignment was to create a geometrical pattern, mirror it over the x, y, and x again to make a 2x2 composite panel, and then mirror that composite panel in the same way to generate a 4x4 composite panel with 16 instances of the original pattern.
* This assignment relates to a real-life situation as generating recurring images and patterns is something that graphics designers have to do in order to extend small images into larger ones, for example for computer wallpapers, or photography backdrops.
* I have grown as a programmer as I am now able to use the Graphics2D panel to create geometric shapes on a plane, instead of having to use raw turtle graphics.
* The biggest problem I encountered was my algorithm, but I was able to fix this by making multiple classes for copying the picture (initial flip), flipping the picture over the x axis, and flipping the picture over the y axis.
* One thing I would do differently in the future is I would define image borders to show me the directions I am flipping in order so I would be less confused when doing the initial flip.
* This assignment could be extended by having to flip alternating images, or flipping the entire image more and more times to create a different effect.