**Analysis Questions:**

1. In general, how could you create a slide show of rapidly changing kaleidoscopic images?

By adding many new images, then putting a for loop where the image object being altered would undergo the kaleidoscope process and then would switch to the next image.

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

I used more than 2 classes in my project, something I was unsure how to do before.

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

How many times can I create a new offset (diagonal angle) for the kaleidoscope? If 360, what would it look like before it starts to pass 360 and overlap?

**PMR:**

* The main point of this assignment was to create a project that puts a kaleidoscope effect on an image.
* This assignment relates to a real-life situation since filters and layers are used by many people from graphic designers to social media enthusiasts to enhance or make their picture have a cool effect.
* I have grown as a programmer as I am now able to use many classes, self-defined or not, in my projects.
* The biggest problem I encountered was devising a way to make the real effect (algorithm) but creating a diagonal-mirror class fixed this for me.
* One thing I would do differently in the future is I would add an angle parameter to my diagonal mirroring class to be able to change the effect of the kaleidoscope.
* This assignment could be extended by using random integer values to make new kaleidoscope pictures every time the program is run.