**Analysis Questions:**

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

The module project helped me extend the media computing concepts learned in this lesson because I was able to integrate all the knowledge I gained through this module, as well as past modules, into my own new work.

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

What I liked the most was I had the freedom to choose whatever I wanted to, which included using new information not taught in the previous modules found through online research. What I liked the least was that these new classes and methods and things I found online could be finnicky and unpredictable, but that’s what learning new code is all about.

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

I figured out how to use the newly learned ‘continue’ and ‘.split’ + ‘parts[0]’ methods to help me judge the naming of the file based on the user’s interactive decisions when creating their image.

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

What is a quick and easy way, like a general Java API for many libraries, I can use to quickly assess how to use new methods I have found for my project?

**PMR:**

* The main point of this assignment was to use all the information gained in this module to create a new original program that completes a self-assigned task.
* This assignment relates to a real-life situation since the main point of programming is creating new ways and algorithms to accomplish different tasks, and what I did with my module project is an example of this.
* I have grown as a programmer as I am now able to use many of the new things I learned, the main thing being writing in object-oriented programming style, in all my future programming projects.
* The biggest problem I encountered was figuring out what exactly I wanted to do with my project, but as I progressed with my project, new ideas kept coming to be and I was able to incorporate these new ideas as I progressed with writing my code.
* One thing I would do differently in the future is I would plan out my entire project idea on paper as tasks, then check them off as I completed them so I would not have to go back and fix errors. Additionally, I would keep a paper tracking all of the variables I used, and periodically save my work as a new program incase anything ever happened to the copy I was working on and I was not able to recover my work.
* This assignment could be extended by in the future, coming back to this and reflecting things you have done wrong, such as indentation, use of white space, etc. and then fixing them or improving on the code as a whole.