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| **Date** | **Time** | **Task** |
| 4/23/19 | 1 hr 30 min | Creating the Barbarian class |
| 4/28/19 | 4 hr | Debugging the Barbarian class |
| 4/28/19 | 1 hr | Finalizing the UML |
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| Total | 6 hrs 30 min |  |

Summary of program experience: This program was surprisingly easy compared to Program 4. It taught me the value of ensuring my code is working before moving on (which was done with Program 4). This made it easier to create the Barbarian class successfully. Also, using the IsMyEnemy code provided in class made things run much smoother. This proved to me that good note-taking is an essential skill for good programming, as it opens the way for easier coding later down the line.