**Analysis and Self-Review Proposal**

The subject from previous weeks that confused me and gave me trouble was Week 13 Events. My issue could be particularly be seen in the first two projects, since I never got around to the third. The basic problem in summary was the structure of how I write code, and how I make things way more complicated than necessary. I create way too many constant objects in the Controls and could have way less lines of code if I thought more abstractly.

The project I’m proposing today to fix this issue is to create a 4x4 block of divs, and when each div is clicked they change to a random color. After all 16 divs have been clicked, the block will turn from its original black color, to 16 different colors. Divs can be clicked again, and have their color changed as many times as they are clicked. I believe this will be good for me to see how you can pump elements out in one object holder, instead of having 9.

Project idea from: <https://developer.mozilla.org/en-US/docs/Learn/JavaScript/Building_blocks/Events>