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1. In your own words, briefly describe what object-oriented programming means.

Object-oriented programming is a way to create a real object and bring it to a method to understand it, or to clone your procedure more easily.

2. What is the difference between a class and an object?

objects are subject to class, as a consequence of class. the class is the template and the object is the object.

3. What is the most interesting thing you learned as part of your work for this class this week?

Quite interesting the use of classes and their object attributes

4. Describe a specific way you helped another person this week or sought help.

This week, I asked for help with my programs, because it took me a bit to understand the structure of Objects and their methods, perhaps the programs did not work for me or they did not think them in such a way that they would print the correct result.

5. Is there a topic from this week that you still feel uncomfortable about or would you like to learn more about?

I still feel uncomfortable with Linux, although I try to upload my programs through the platform, I can't find a way to write something that works.

6. How much time did you spend this week on each of the following:

Read - 8 hours

Checkpoint A - 3 hours

Checkpoint B - 6 hours

Team activity - 1 hour

Task on data structures - 3 hours

Prove Assignment - 8 hours