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CS241

Ponder week03

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

Creating objects as real-life objects with properties and actions, the main idea is to make coding easier and reuse the code.

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

Class is the definition of how the object is defined, something like the blueprint, the object is when it is actually created something like the real house.

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

Using classes and how it helps to produce code.

4. Describe one specific way that you helped someone else this week, or reached out for help.

Help teammate how to use libraries and use class methods.

5. Are there any topics from this week that you still feel uneasy about, or would like to learn more about?

More about classes.

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

Reading - 3

Checkpoint A - 2

Checkpoint B - 2

Team Activity - 1

Data Structures Homework - 1

Prove Assignment - 4

If you have other questions or comments for the instructor, please post them to Slack, either in the general channel if others can benefit, or as a direct message if the matter is more personal.