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CS241

Ponder week 05

1. Why is it important to avoid updating the position of the object in the on\_draw function?

**To keep the object orientation approach, each object is in charge of its own movements.**

2. Besides game programming, can you think of any other applications that would likely use event-driven programming?

**Any interactive application that keeps track or wait for user input, maybe an app that needs a joystick input.**

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

**How easy is to work with graphics with external libraries.**

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

**Helped my teammates to install pip and arcade library**

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

**Learn more about graphics and gain more experience on identify object tasks to encapsulate methods properly.**

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

Reading - 2

Checkpoint A - 1

Checkpoint B -

Team Activity - 2

Data Structures Homework - 4

Prove Assignment - 6