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CS241

Ponder week 06

1. Give a specific example of a time when you might want to override a method from a base class.

**Flighting object as base class, draw() abstract method. Standard Target draw() method.**

2. Do you think IS-A or HAS-A is a better choice for the team activity (Circles and Points)? Why?

**Has-a is a better option because the a Point is only part of a circle. Point is not a type of Circle.**

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

**How to re-use code using inheritance and the idea of coding as object oriented as part of real life objects.**

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

**Help to my teams to understand when to call a super method and how to do it.**

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

**I want to learn more about how to implement polymorphism in python.**

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

Reading - 3

Checkpoint A - 3

Checkpoint B - 3

Team Activity - 2

Data Structures Homework - 4

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.