Create a readme file (README.md) and upload to the same mini\_ex2 directory (see [this](https://github.com/adam-p/markdown-here/wiki/Markdown-Cheatsheet) for editing the README). The readme file should address the followings:

* A screen shot about your program (see [this](http://stackoverflow.com/questions/10189356/how-to-add-screenshot-to-readmes-in-github-repository)).
* Describe your coding process: I started creating the canvas and creating my stickman. First I wanted him to look complete, but then I figured that a real glitch in some programs is where some parts of e.g. a face are missing or misplaced. I then moved his eyes away from his face to make the glitch noticeable.
* What constitutes a program?
* Reflect on the notion of error (what is error to you?) When I think of error I think of something that goes wrong. Sometimes errors can be fatal and other times they don’t interfere much with the process. They also have different time lengths, some errors only appear for milliseconds and others will not disappear.