5.1P - In Person Check-in 2 - Drawing Program

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5.1P: In Person Check-in 2 – Answer Sheet

1. What was the most challenging aspect of the drawing tasks? Why?
   - Looking for the most efficient way to check if mouse is over a shape.
   - Trying to grasp the relations between the parent and child classes, more specifically which values are inherited and which ones will be created in the child class because in the rectangle constructor it accepts an x and y parameter, while no other constructor does (according to the instructions). This made me very confused on how and which values are inherited but now I understand the relations well.
   - Accepting two clicks for line class to receive start and end points. I was attempting to store the coordinates in a variable, but the variables were just being initialized everytime since it was inside the event loop.
   - Refactoring code, at the moment im not sure on the standards of structuring code and I feel I might not fully understand a snippet of code if I come back to it later.

2. Review your answer to question 3 from check-in 1. Did you use any of the strategies you identified? How did they go?
   - Did not have to implement any of them yet since for now I am still following the design laid out in the assignments.

3. What are some strategies for success you can start or continue using for the remainder of the semester?
   - Not sure yet