

SWINBURNE UNIVERSITY OF TECHNOLOGY

COS20007 OBJECT ORIENTED PROGRAMMING

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## 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?  
The hardest thing about drawing tasks was figuring out how to make the computer draw stuff. It was challenging because I didn't know where to start, and there were so many options.
  
2. Review your answer to question 3 from check-in 1. Did you use any of the strategies you identified? How did they go?  
So, for question 3 in the previous check-in, I tried to use the strategy of breaking the problem into smaller steps. I thought it would be easier to draw if I first learned how to make a simple line, and then I could build on that to make more complex shapes. It kind of worked, but I still had to ask for help sometimes.
  
3. What are some strategies for success you can start or continue using for the remainder of the semester?  
Well, for the rest of the semester, I think I should definitely keep using the strategy of breaking things down into smaller steps because it helps me understand and learn better. I also want to keep asking for help when I get stuck because there are a lot of smart people out there who can give me tips and advice. And maybe I should practice drawing more often so I can get better at it. Yeah, that sounds like a good plan.