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Class: PRG-110

Date: 02/18/2016

Video Response Questionnaire: Module 5

1. Desk checking involves manually inputting data into variables or other points of data in the program to check specific parts of the program.
2. The initial variables set in the code to draw the lines were not correct. Detecting the error involved changing the initial variable values to discover the error, then checking to find which object was not drawn right.
3. The loop in the program starts counting at 0, and ends at 9.
4. Nesting a for loop within another for loop causes the variable declarations to happen twice in both iterations of the two loops, this results in the object being processed and drawn twice, as well as with two different variable sets.