LAB 5:

1. D) I tried improving it by slowing the frame change rate, I did this by incrementing the current frame tracking variable by a smaller amount and flooring it for the reference for what image to draw.
2. C) My ellipse does move from one keypoint to another.  
   D) I changed the increment value for the lerp function to be smaller, this means that more ellipses are drawn between the keyframes resulting in a smother animation.

LAB 6:

1. A) The velocity increases due to the acceleration being set to increment.
2. A) Changing M (mass) makes the spring spring slower, increasing K (spring constant) makes the spring spring faster, increasing D (damping) makes the spring take longer to return to a still state, and changing R (rest position) changes where the spring top will be (on the y axis).