**Hacking V1 Reflection Activity**

Q1 List every module you imported into your program and two examples of functions you used from each module: [6]

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| --- | --- |
| **Module** | **Two functions used from each module** |
| pygame  uaio | pygame.display.set\_caption  pygame.init()  uaio.get\_height  uaio.draw\_string |

Q2 Scan your Hacking V1 code and find two instances of duplication that should be fixed in a future version of Hacking. [2]

1. Used the uaio.draw\_string() method over and over, could have used a for loop.
2. When incrementing the Y position for the strings, the assignment line “textY = textY + height” was used too often, and could be included with the above for loop.
3. Instead of writing multiple lines of text via multiple uaio.draw\_string() calls, we could have used the newline functionality, if we knew how.