Milestone 1

* Skill inventory 1: line, ellipse, rect, triangle, quad, arc, curve.
* Skill inventory 2: fill, stroke, strokeWeight, noFill, noStroke, color.
* Skill inventory 3: Modes: CORNER, CORNERS, CENTER, RADIUS.
* Skill inventory 4: setup(), draw()
* Skill inventory 5: background(), random(), noise()
* Skill inventory 7: keyPressed(), keyReleased(), keyPressed, mousePressed(), mousePressed.
* Skill inventory 8: increment operators: ++, +=, --, -=, \*=, /=
* Skill inventory 9: declare and use a local variable
* Skill inventory 10: declare and use a global variable.
* Skill inventory 11: println().
* Skill inventory 12: conditional statements.
* Skill inventory 13 boolean expressions.
* Skill inventory 14: logical operators.
* Skill inventory 15 switch statement

Milestone 2

* Skill inventory 16: loop
* Skill inventory 19
* Skill inventory 20: Declare & call a function with no parameters and no return type.
* Skill inventory 21: Declare & call a function with a return type.
* Skill inventory 22: What’s the difference between parameters and arguments?
* Skill inventory 25:
* Skill inventory 26
* Skill inventory 27
* Skill inventory 28: Write a class with a constructor function.
* Skill inventory 29: Use the keyword new to instantiate an object.
* Skill inventory 30: Write a constructor function with parameters.

Milestone 3

* Skill inventory 31:
* Skill inventory 32
* Skill inventory 34: Initialize and populate an ArrayList.
* Skill inventory 37:
* Skill inventory 38: Use the PVector class
* Skill inventory 39: Do some basic physics: use position, velocity, and acceleration (due to gravity) vectors
* Skill inventory 40: Find the direction and distance between two points
* Skill inventory 41: Create a random 2D vector
* Skill inventory 42
* Skill inventory 43: Using the Processing documentation look up a method in the PVector class that’s new to you and use it in your code

Milestone 4

* Skill inventory 6: constrain(), dist()
* Skill inventory 17: A nested loop.
* Skill inventory 18: break()
* Skill inventory 23: Pass by copy (value): declare and use a function that takes int, float, char, etc as an argument
* Skill inventory 24: Pass by reference (objects): declare and use a function that takes an object as an argument
* Skill inventory 36: Use an ArrayList method: size(), get(), remove(), contains()
* Skill inventory 33: Initialize and populate an array.
* Skill inventory 35: Manage a set of objects with an array or ArrayList