**Lab 6 Observations**

**Chapter 9, Question 1**

This question asked me to comment out the assignment to this.easingFunction in the AnimationTimer constructor and observe what happens when the runner jumps. This completely removes the ability to provide an easing function to any animation timer, which results in all animation timers being linear. The goal of the easing function is to manipulate the time that has passed to give animated objects non-linear animations. Without one, everything is linear. Indeed, applying this change reflects that, and everything that once had a non-linear animation now has a linear one. They do still function properly, just without the non-linear animations.