Your Name: Emily Castillo

1. In your own words, briefly describe what object-oriented programming means.

OOP is a way of programming that uses objects, giving structure and organization to the code. This way, the code can be reusable and is simpler to understand.

2. What is the difference between a class and an object?

A class is the blueprint of the object. It is where all data is defined. An object is the instance of a class. Data can be accessed through objects.

3. What is the most interesting thing you learned as a part of your work for this class this week?

What was interesting to know this week was the definition and differences of classes and objects. I have used OOP before, but I did not understand what they meant until this week. They depend on each other; one cannot work without the other one.

4. Describe one specific way that you helped someone else this week, or reached out for help.

It was helpful to be able to do the Team Assignment with other classmates. They helped me to not skip some details. Also, working with them, I was able to understand and do all the stretch challenges like importing gcd to know the greatest common denominator.

5. Are there any topics from this week that you still feel uneasy about, or would like to learn more about?

The only thing I feel uneasy about is the prove assignment. It was suggested to do a single member function with the fuel quantity, but if I did my code failed. I could not do it separate from the functions that move the robot because the coordinates of movements depend on the fuel left.

6. How much time did you spend this week on each of the following:

Reading – 1 hour

Checkpoint A – 1 hour

Checkpoint B – 1 hour

Team Activity – 1 hour

Data Structures Homework – 1 hour

Prove Assignment – 4 hours