Your Name: Emily Castillo

1. Why is it important to avoid updating the position of the object in the on\_draw function?

The on\_draw function is only for drawing, as its name says. Combining code and processes for different purposes in a function leads to confusion.

2. Besides game programming, can you think of any other applications that would likely use event-driven programming?

Event-driven programming can be usof in web applications. Also, I think in machines, like a cashier machine.

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

The most interesting thing I learned this week was using Thonny, which is beneficial to know where my code could be improved. And using the Arcade Library to create a game.

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

I was having some trouble doing my data structure assignment. After watching the lab recording, I realized I was not too far from making my program work, but I needed to fix an if statement.

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

Sometimes I think I am not able to write an entire file by myself, like the pong game, but maybe I just need practice.

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

Reading – 45 min

Checkpoint A – 30 min

Checkpoint B -0

Team Activity – 1 hour

Data Structures Homework – 2 hours

Prove Assignment – 2 hours