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I found this program assignment very difficult to get a grasp on at first. I had spent a lot of time designing my program with UML and other diagrams, but found myself stuck trying to organize everything. Even with some guidances from TA's, it was really challenging to put everything together. I had a good understanding with how inheritance works, the syntax and concepts. Although I ran into many problems with coding and prototyping for different things and ran into issues with connecting all my functions together. It makes me understand that designing is even more important, but on top of that functionality and reusability became an important issue for me. I found myself restarting my program a few times due to the issues with organizations of classes and functions. Towards the end and getting help from TA's i began to get a grasp on some of the issues i was having and programming more effectively.