1. Describe one challenge your team experienced working on the Vacation Calendar activity.

A challenge with the team activity is understanding how to interfaces.

2. For the Game of Life assignment, what advantages do you see in using interfaces to define creature behaviors, rather than subclasses?

I see that you can call interfaces easier and manipulate the variables.

3. Did you complete the Stretch Challenge for the Game of Life Assignment? If so, briefly describe what you did, and how you structured your code.

No I didn’t do the Stretch Challenge

4. What did you learn from comparing your code to the teacher's solution?

I learned the depth and complexity of Java Code.

5. After completing the assignments this week, what questions do you still have?

I have a question of how Interfaces are used in the depth of Java.

6. If you were getting paid to work on this week's Prove assignment and you had another month to work on it, what would you add?

I would add a brain class that would give zombies plus one health.

7. A common Java interview question is "describe the difference between an interface and an abstract class". How would you answer that question?

A Java interface cannot have implementations and are implicitly abstract.

A Java abstract class can have instance methods that implements a default behavior.

8. Of all of the resources in this week's Preparation assignment, which was the \_most\_ helpful to you and why?

The most helpful was the Team Activity because I was able to learn from others.

9. Of all of the resources in this week's Preparation assignment, which was the \_least\_ helpful to you and why?

The least helpful was the Game of Life, the instructions were hard to understand.

10. How many hours did you spend on this class this week?

02 Prepare - 1.5

02 Teach - 1

02 Prove 1st Attempt - 3

02 Prove 2nd Attempt - 1

02 Ponder - .5

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Total Hours - 5