**Your Name**: Lucas Vieira Silva

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

Because the on\_draw method is called every time we need to draw a window.

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

Event-oriented programs have become common. We can see them in word processing, drawing tools, spreadsheets etc.

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

I learned that it is quite possible to create a game using codes.

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

I helped Paul with Check05a and got help from team activity.

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

Yes, object-oriented programming is not something that makes me comfortable, so much so that I am looking to take courses on the outside to fix more knowledge.

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

Reading - 2

Checkpoint A - 3

Checkpoint B - none

Team Activity - 1

Data Structures Homework - 2

Prove Assignment - 5

If you have other questions or comments for the instructor, please post them to Slack, either in the general channel if others can benefit, or as a direct message if the matter is more personal.