SWINBURNE UNIVERSITY OF TECHNOLOGY

COS20007 OBJECT ORIENTED PROGRAMMING

In Person Check-in 2 - Drawing Program

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5.1P: In Person Check-in 2 – Answer Sheet

1. What was the most challenging aspect of the drawing tasks? Why?

   - The most challenging aspect of the drawing tasks project is being able to understand the provided framework SplashKit and some instructions that were given in the documents quickly and thoroughly because this would mean that my performance would be affected, as shown when I was not being able to solve the provided problems as quickly as I expected myself to.

2. Review your answer to question 3 from check-in 1. Did you use any of the strategies you identified? How did they go?

   - I had used a bunch of strategies that were mentioned previously, such as researching online and self-learning the newly introduced technology. They had helped me finish this project at a much faster rate than I was able to initially.

3. What are some strategies for success you can start or continue using for the remainder of the semester?

   - I will continue to use these same strategies for the remainder of the semester, with the addition of seeking help from the teacher, instead of spending a lot of time trying to solve a problem that I am stuck on.