<https://onpadula-su.github.io/ist263/lab12/lab12.html>

Improvements:

* Make white space hold the area the large planet will be
* Make the buttons change the cursor
* Dull the selected planet so the user knows it cannot be selected again

a. I feel like there must be a more efficient way to do this, I did a similar thing in my project and wondered the same

b. The hardest part was using float

c. 1