Your Name: Sunday Ogbonnaya Onwuchekwa

1. In your own words, describe polymorphism.

Polymorphism could be described as an object having different states and forms. This creates a common interface (base class) through which an object of different types (subclasses) could be accessed.

1. Briefly describe how polymorphism is used in your project.

In my project, I created a FlyingObject class as the base class that that has is\_alive, wrap, and advance methods. All subclasses such as asteroid, ship, and bullet implemented the advance method differently. The asteroids added spin as it advances and the bullet added the ability to kill itself once it reaches its alive threshold.

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

The most interesting thing I learned this week as part of my work for this class this week is adding text to arcade program using the draw\_text function.

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

I got some of the ideas I used for the above and beyond during our team meeting.

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

I focused on adding my above and beyond. Therefore, nothing was uneasy to me/

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

* Reading – about 0 minutes
* Checkpoint A – 0 minutes
* Checkpoint B – 0 minutes
* Team Activity – about 60 minutes
* Data Structures Homework – about 2 hour
* Prove Assignment – about 6 hours

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.