Your Name: Sunday Ogbonnaya Onwuchekwa

1. In your own words, briefly describe what object-oriented programming means.

Object-Oriented programming is the definition of objects and methods to correspond to how they function and relate in real-life.

1. What is the difference between a class and an object?

A class is a template or blueprint upon which object are created, whereas an object is an instance of a class.

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

I have always been confuse on the use of class, but this week’s lesson demystified it.

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

I cannot quiet remember helping anybody this week. However, I got huge help from the video help for W03 prove assignment posted by Curtis Mellor.

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

I am still struggling with understanding the Big-O concepts. I will be grateful to be pointed toward a site that demystifies it.

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

* Reading – about 2 hour 45 minutes
* Checkpoint A – about 1 hour 15 minutes
* Checkpoint B – about 1 hour 45 minutes
* Team Activity – about 1 hour
* Data Structures Homework – about 2 hours
* Prove Assignment – about 2 hours 30 minutes

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.