Your Name: Sunday Ogbonnaya Onwuchekwa

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

It is necessary to avoid the positioning of objects in the on\_draw function because the objects will be redrawn on the same position on each call.

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

Some applications that would likely use event-driven programming include robotics, web applications, or any applications that requires its users to take an action such as press a button or move a mouse.

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 is that arcade code calls the init function first and to avoid updating the position of an object in the on\_draw function.

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

The Prove 5 assignment was not behaving as expected. Therefore, I contacted Brother Curtis Mellor and he fixed it for me and showed me how to resolve similar errors in the future.

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 arcade library and its uses.

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

* Reading – about 60 minutes
* Checkpoint A – about 25 minutes
* Checkpoint B –
* Team Activity – about 1 hour
* Data Structures Homework – about an hour and 20 minutes
* Prove Assignment – about 7 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.