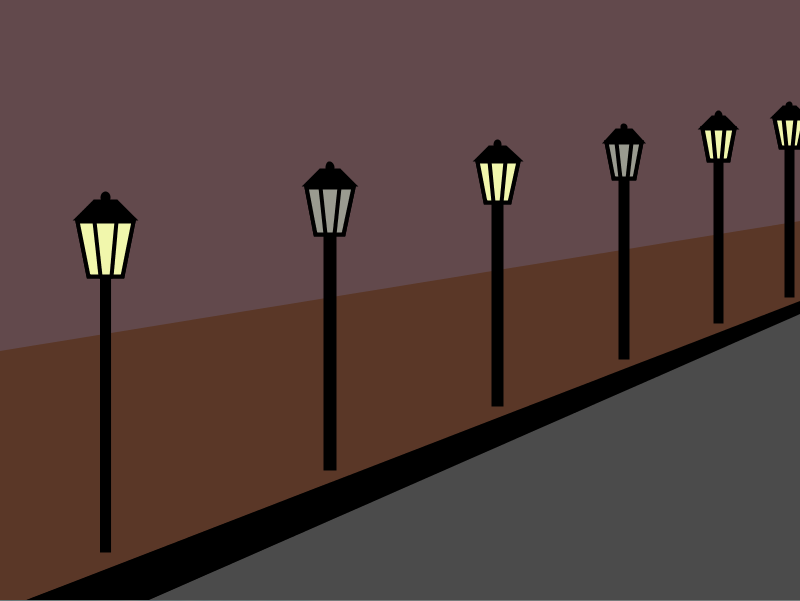
**Name: Qianzi Xu (Rachel)**

**CMSC110 Introduction to Computing  
Assignment#5 (Due on Thursday, November 20, 2014)**

**Description and Thoughts**

Figure 1: Streetlights (Rachel Xu)

**A series of six streetlights that are randomly turned on/off or can be turned on/off by pressing corresponding keys**



**[Insert your Image here]**

**I did two versions of the assignment because I thought I was supposed to design a new way of controlling the lights. In the first version, the lights are turned on and off randomly; in the second version, the lights are controlled by the keyboard. For instance, if one presses the 1 on keyboard, the first light will be turned on (if it’s off) and turned off (if it’s on). Keys 1-6 correspond to the six lights respectively.**

**While working on this assignment, I was truly impressed by the convenience brought by object-oriented programming: once specified the properties of the class, I could make multiple instances of the class easily even if they are different in sizes, shapes etc. Furthermore, I understood why and how the structure of the code under class StreetLight needed to be clear enough to help identifying the properties of the class when they were somewhat complex or built upon one another.**