**Reflections Document**

The assignment was a good hands-on exercise for programming in java and UML diagram. It had low difficulty level. It included multiple aspects of Object oriented programming eg: inheritance, abstract class, method, instantiation, methods, class variables etc. Also the assignment has good scope for scalability due to which it can be further extended to understand the concepts of Design patterns by adding more features into it.

Comment: Lets extend this assignment by adding more ideas to it to understand Design patterns even better.