**Comparing Code**

1. Give an example of how we constructed a shape in similar ways.

Our code draws *“rings”* in an extremely similar fashion.

1. Give an example of how we solved the problem differently.

A lot of my loops use the [repeat (#)] block instead of the [repeat until (Boolean)] block in order to loop through the code.

1. Give me feedback about at least one thing that will make my solution better.  How will your suggestion make it better?  (Think about how your code may handle a solution better than mine).

I would suggest removing the wait blocks from the code and instead use repeating [move (#) steps] blocks in order to create a smooth animation instead of a choppy, slow, movement. This makes the program more appealing to the user. Also, I would improve the square code by using a [repeat (4)] block to repeat through the move and turn 90deg blocks, so that the code is placed once instead of four times. It also doesn’t make sense that you [set {i} to (0)] in the square code, but don’t do anything with the variable. Finally, I would use custom blocks in order to clean the code even more.

1. If you could redo your project, what is one thing you would change?  What is one idea you would ***borrow***from me?

If I were to redo my project, I would try to figure out how to make a better loop. I would also want to borrow the concept of using thickness changes in a more visible way to the user (i.e. instead of making an unnoticeable change of -0.01 thickness to the user, make it more noticeable).

1. Are there parts of my code that are confusing/don't make sense?

No, there are no parts of your code that are confusing to me.

1. Complete the question: Why did you...?

Why did you *use wait blocks while drawing?* Why didn’t you *create smooth animations when the sprite is drawing?* Why did you *not use a repeat loop in the square code, and set {i} to 0 even when it is not used in the code?* Why did you *use the variable {i} instead of just using [repeat (#)] blocks?*

1. Rate your (**student**) code for being user-friendly.  (1 = What is going on?!  to 10 = It is so easy to use a caveman can do it)

I would rate **my** code a 6 on a one to ten scale for user-friendliness.

1. How easy is it to read and follow the **student**'s code?  (1 = What is going on?!  to 10 = It is so easy a caveman can understand it)

I would rate **my** code an 8 on a one to ten scale for readability.

1. **Sample**'s rating for being user-friendly: (1 = What is going on?!  to 10 = It is so easy to use a caveman can do it)

I would rate **your** code a 10 on a one to ten scale for user-friendliness.

1. How easy is it to read and follow the **sample** code?  (1 = What is going on?!  to 10 = It is so easy a caveman can understand it)

I would rate **your** code a 6.5 on a one to ten scale for readability.