For this Lab I stuck to designing the members of the classes as close to the description as possible. The only things I added that weren’t stated in the Lab instructions was some default values in the Evaluation and Course constructors so that when they were printed it wouldn’t look empty. A challenge I faced was using the TaskManager class properly, I initially wanted to use the TaskManager in other classes but that required me to create a new instance of TaskManager every time, but I learned that I could just add a static modifier to the methods in the TaskManager class and use them anywhere without having to instantiate a TaskManager. I also learned the importance of carefully reviewing class diagrams and instructions multiple times, since I noticed that I would sometimes miss a modifier or a return type in my initial code.