**Learning Module 4 Questions**

**Part 1:**

**Question 1:** There are unprintable characters. Unprintable characters are things such as carriage return, shift in and out, caps lock, command, control, the function keys, and more. Almost all the ASCII characters from 1 to 32 are unprintable, excluding the whitespace values, such as enter, space, and tab. These are unprintable because they are used to either modify where the cursor is at or modify the keys that are printed. For example, shift is not printable, but it can change a lowercase A to a capital A.

**Part 2:**

**Step 1:** I entered this information in comments above my main code in my part2.cpp file.

**Part 3:**

**Question 1:** This program can be described as an algorithm. There are four values that are essential to this. The first two are both strings, or text. The initial is the current player’s name and the latter is the name of the holder of the most leaves. The next two are integers, the first being the number of leaves the current player has collected and the second being the maximum number of leaves a player has collected. This is when the loop starts. The first step is to ask the user for a name, and once the user enters a name that is not “done”, the user is asked for the number of leaves the current player collected. Then, if the score of the current player is greater than the maximum score, the holder of the most leaves’ name is set to the current player’s name, and the maximum score is set to the current score. This process continues until the user enters “done” for the name. Once “done” is entered in place of name, the loop finished. After the loop is finished, the name of the person with the most leaves, along with the number of leaves they collect, is printed out.