

```
vals to do? 4
enter an int: 1
enter an int: 2
enter an int: 3
enter an int: 4
initial:
1 2 3 4
flipped:
4 3 2 1
do more? y
vals to do? 0
0 is bad, make it 1
enter an int: 5
initial:
5
flipped:
5
do more? y
vals to do? 8
8 is bad, make it 7
enter an int: 7
enter an int: 6
enter an int: 5
enter an int: 4
enter an int: 3
enter an int: 2
enter an int: 1
initial:
7 6 5 4 3 2 1
flipped:
1 2 3 4 5 6 7
do more? n
-- program is finished running --
```