DEBUG04-01

1. The **input to the variable** salesPersonID **should be placed** in getReady() **instead of the output**: **output salesperson\_ID** should be **input salesPersonID**.
2. **Wrong logic for commission calculation**: the logic for conditional judgment and assignment of commission is wrong, commission is not correctly assigned based on the number of bedrooms, and the names of the **commissionEarned** and **commission** variables are inconsistent.
3. **Variable** COMM\_4 **not declared**: **COMM\_4** is mentioned in the code, but no value is assigned to it. Also, it should be **COMM\_STUDIO** and not **COMM\_4**.
4. salesPersName **should be** salesPersonName: the variable name in the output statement is misspelled.

* In **getReady()**, ensured that the **salesPersonID** is fetched via an **input** statement.
* Redesigned the logic for commission calculation to ensure that commissions are correctly assigned based on the number of bedrooms.
* Fixed misspellings and consistency issues with all variable names, including changing **commission** uniformly to **commissionEarned** and correcting **salesPersName** to **salesPersonName**.
* Replaced non-existent **COMM\_4** variable with the correct **COMM\_STUDIO**.

DEBUG04-02

1. **Misnamed and duplicated variables**: Some variables are misnamed or duplicated, which can lead to errors in data entry and totalization.
2. Wrong **type of** QUIT **variable**: **QUIT** should be of type **string** instead of **num**.
3. Incorrect **logic for status determination**: In the **compareProfit() module**, the logic for determining **STATUS** is the opposite of what is expected.

* Ensured the uniqueness and accuracy of the sales data entry variable names for each quarter.
* Corrected the type of the **QUIT** variable to **string**.
* Fixed the logic for comparing this year's and last year's profits to ensure that **STATUS** correctly reflects the results of the profit comparison.

DEBUG04-03

1. **Incorrect variable for days for discount**: **DAYS\_FOR\_DISCOUNT** is set to 10, but according to the description, it should be 7 days and above for discount.
2. **Discount is calculated incorrectly**: if the number of days meets the discount criteria, the total cost should be calculated before discounting, not just the daily rate.
3. **Inconsistent** COM\_RATE **variable name**: **COMPACT\_RATE** is not declared, the correct variable name should be **COM\_RATE**.
4. **Incorrect output statement format**: output **Enter car type or , QUIT, to quit** Missing quotes.
5. Wrong **variable name** car\_Type: should be **carType**.
6. **Discount calculation logic not applied to total charges**: When giving a discount, it should be applied to the total charges, not just the change day rate.

* Ensured that **DAYS\_FOR\_DISCOUNT** is correctly set to 7.
* Fixed all variable name and output formatting errors.
* Redesigned the discount logic to ensure that when the discount condition is met, the discount is applied to the total cost of the entire lease period, not just the daily rate.

3.Create a text file with the pseudocode for a guessing game in which the application generates a random number and the player tries to guess it. Display a message indicating whether the player’s guess was correct, too high, or too low.

### **Key Features of the Game**

* **Random Number Generation**
* : The game starts by generating a random number within the specified range (1 to **LIMIT**). This is the target number that the player needs to guess.
* **Player Input**: The player is prompted to enter their guess.
* **Feedback Loop**: After each guess, the game provides feedback:
  + If the guess is higher than the target number, it indicates that the guess was "Too high."
  + If the guess is lower, it indicates "Too low."
* **Attempts Counting**: The game counts the number of attempts the player makes until the correct number is guessed.
* **Win Condition**: Once the player guesses the correct number, the game congratulates the player, reveals the correct number, and displays the number of attempts it took to guess correctly.

