1. There were no major obstacles that showed up during my programming. If any, the largest obstacle was simply the reading of certain segments of code. However, this was easily rectified by spacing out sections of code and adding comments to allow ease of reading.
2. Types of test cases (Defendant, Amount Paid, y/n)
   1. ([Empty string], 500, y)
      1. This is used to see if the program will output the proper message with an empty string.
   2. (John Doe, -50, y)
      1. Used to see if the program will output the proper message with a negative value.
   3. (John Doe, 500, x)
      1. Used to see if the program will output the proper message with a character input that isn’t “y” or “n”.
   4. ([Empty string], -50, y)
      1. Used to see if the program properly prioritizes the string over the negative value output.
   5. ([Empty string], 50, x)
      1. Used to see if the program properly prioritizes the string over the improper character output.
   6. (John Doe, -50, x)
      1. Used to see if the program properly prioritizes the negative value over the improper character output.
   7. (John Doe, 0, n)
      1. Tests the output for a value between 0-40 that didn’t falsify athlete records.
   8. (John Doe, 10, y)
      1. Tests the output for a value between 0-40 that did falsify athlete records.
   9. (John Doe, 150, n)
      1. Tests the output for a value between 40-250 that didn’t falsify athlete records.
   10. (John Doe, 250, y)
       1. Tests the output for a value between 40-250 that did falsify athlete records.
   11. (John Doe, 300, n)
       1. Tests the output for a value higher than 250 that didn’t falsify athlete records.
   12. (John Doe, 350, y)
       1. Tests the output for a value higher than 250 that did falsify athlete records.