# Triangle Loop

1. **Start**
   1. Call on the triangle loop function
2. **Triangle Loop**
   1. Predefine “i”
   2. Predefine “e”
   3. For loop that runs for seven rows
      1. Write a break for each new row
      2. Write hashtags, decide how many to write depending on what row is currently being written.

# FizzBuzz

1. **Start**
   1. Call on the fizzbuzz function
2. **Triangle Loop**
   1. For loop that runs through 100 times
      1. Write a break for each new number tested
      2. Test if the number being tested can be divided by both 3 and 5
         1. If true print FizzBuzz
      3. Test if the number being tested can be divided by 3
         1. If true print Fizz
      4. Test if the number being tested can be divided by 5
         1. If true print Buzz
      5. If none of the above are true, print the number

# Number Guesser

1. **Controls**
   1. Set up the button
   2. Set up input
   3. Set up the output
   4. Set up the random number
2. **Start**
   1. Define all the properties of the input value
   2. Define all the properties and functionality of the button
   3. Define the formula for the random number
3. **On Button Click**
   1. Collect the value submitted by the user
   2. Test that value compared to the random number, and run through the number test function
4. **Number Test**
   1. Test if x is greater than y
      1. Tell the user they’re too high
   2. Test if x is less than y
      1. Tell the user they’re too low
   3. Test if x is equal to y
      1. Tell the user they’ve guessed the correct answer, and to play again
      2. Generate a new random number