**John Hellrung**

**CSC 226**

* **SUMMARY**: A brief summary description of the design and implementation, including how much your initial design plan evolved, the final result you achieved and the amount of time you spent as a programmer in accomplishing these results. This should be no more than two paragraphs.

We started with just a method that call solely with if the number of balls on the computer turn were devisable by 5, when we would subtract. This toke the long time, trying to figure out what we need, then Vincent and I meet at the library, where we traded off being the programmer and the navigator.

* **TESTING**: A list in bulleted form of all input values used for testing. Here you should be careful to select representative input cases, including both representative typical cases as well as extreme cases.
  + User Name
  + Number of Balls
  + How many Balls does the User want to take?
* **COMMENTS**: A paragraph or so of your own comments on and reactions to the Lab.

I love the lab except I wish I could build a graphic interface. I loved the feel that we would build something from scratch. I feeling keep me pushing throughout the project. I hated how Vincent and I could find great time for this assignment at first. All over all, I feel great about this project and I would love to do one again.