

# Countdown Assignment

Kristina Wooldridge

## Instructions (read me)

1. Create a **new RStudio Project** (File → New Project... → New Directory → New Project).
2. **Save this file** in the project as `countdown.qmd`.
3. In the next section, **insert a screenshot** of your draw (the six numbers and the target).
4. In the code chunk under “**Your Solution**”, write an expression that reaches the target **using only the given numbers** once each, with + - \* / and parentheses.
5. Your **last line must start** `answer <-` and evaluate to the **exact target**.
6. Render (Quarto → Render).
7. Commit & push to GitHub. Submit the repository link in Blackboard.

---

## Screenshot of Your Draw

Replace the path below with your actual screenshot file. Put your image inside a folder like `assets/` or `images/` in **this** project.

`images/Screenshot 2025-09-05 at 9.53.52 PM.png`)

## My Countdown Game

**Numbers:** (100,4,3,8,10,5 ) **Goal:** (199)

---

## My Solution

```
answer <- 100 + (8 * 10) + (5 * 3) + 4 # <-- example; change this to your own solution  
  
answer
```

```
[1] 199
```