# **Post-Lab Write Up**

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Lab: Lab 4

1. Describe the process you went through to solve this problem (complete this lab)? 3 to 4 sentences should suffice.

I started by looking though chapter 4 to see what new things that we could use to solve this problem. I started by building the menu then working on getting the game working, then bug fixing to get it all figured out. I then reread the requirements and made some changes as appropriate to meet the requirements then I made sure everything looked good again and then submitted it.

1. What went well in this process?

Everything went pretty well in this process. I did some things differently than how your recommended because I think linking methods allows for more flexibility but there is no really difference.

1. What was challenging/difficult in this process?

The only thing I found a little challenging was getting that stats to transfer game to game, but I just made the variables global and it worked fine.

1. Think about a particular challenge that you faced in this lab. What was this challenge? How did you work past that challenge and overcome it?

Getting the variables to stay and not override themselves proved a little tricky but I made them global so the variables would stay the same value as assigned.

1. What will you do differently in the future to avoid/overcome these challenges?

In the future I will pay closer attention to what I’m doing to make sure I’m not defining the variables in the wrong place.

1. What is something that you learned while working on this lab?

I learned that I still had my original guessing game code written in JavaScript from two years ago.

1. How can what you learned in this lab be applied to the real world?

Reusing code especially code you have already written is always a good idea to save time and money.

1. Are there any bugs in the code that you turned in? If so, what are they? Why did you not fix them? (e.g. lack of time, lack of knowledge, etc)

I don’t have any bugs, but I had a misunderstanding on what the guesses counter was supposed to do.