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1/24/15

CS 31 Homework #2 Write Up

The obstacles I overcame this assignment dealt with loops and conceptualizing flow control in my code. I tried to structure my program in a way that would be most efficient: by dividing the code into two main categories. These categories were the difficulty level (1 or 2). I think this allows for an easier read since test data could easily be traced throughout the code. The other obstacle for this assignment was creating if statements to account for the various possibilities. I tried to create this program using switch statements but I feel that since this program does not deal with menu type interfaces, this would be less efficient. One qualm I had with this assignment is the fact that the output says “I’m thinking of an integer between x and y.” even though

Some data that could be used to test the program would be:

Name: Difficulty: Smallest: Largest: Play Again: Guess:

1. “” 1 2 10 Y

2. Noah 3 2 10 Y

3. Sophia 1 -1 10 Y

4. Liam 1 2 -3 Y

5. Emma 1 2 1 Y

6. Jacob 1 2 10 Z

7. Olivia 1 2 10 Y -2

1. The program would continue to ask the user for a valid string.
2. The program would ask the user to enter a valid difficulty.
3. The program would insist the user enter a positive integer.
4. The program would continue to ask the user for a positive integer.
5. The program would ask the user to enter a larger integer than the first integer they entered.
6. The program would require the user enter Y or N before the program continued.
7. This would not end the program but simply state this as a wrong answer.