*Exercise 1: Improving Trivia Code(trivia.cc)*

***Explained***

***STILL IN PROGRESS***

* ***This exercise had us augment the code for the preexisting “trivia.cc”. Here is the original output:***

Text

Description automatically generated with medium confidence

**Code Augmentations included:**

**Game.cpp**

* Corrected answer result text from “Answer was corrent!!!” to “Answer was correct!!!”
* wasCorrectlyAnswered() needs to be broken down into modular functions for better readability
* wasCorrectlyAnswered() and wrongAnswer() can be consolidated into one function
* Current category could be much more concise/efficient using a random number modulo and a switch case.
* Game output should be a little clearer using line for separation
* Each “round” should summarize the players current respective statuses & purses
* Edge case check to make sure enough players exist (currently not connected to anything)

**Game.h**

* Corrected indentation inconsistency.
* Changed deprecated “ifndef” to #pragma once.
* Consolidated the various private & public declarations.
* Changed static arrays to dynamic arrays so that the game can have more than 5 players.
* Instead of having a different set of lists for each question, why not a Dictionary filled with lists.

**GameRunner.cpp**

* Changed player names.
* static bool notAWinner;
  + Global variables are typically a bad idea, and this particular global-static variable seems unnecessarily redundant.
  + Static keyword seems to imply that this variable is only available within the current scope. In this case that scope is the entire GameRunner.cpp file
  + The same result could be achieved by simply changing to a local variable in main().
* if (rand() % 9 == 7){
  + This if statement essentially decided whether a player got a wrong answer by picking a random number between 1-9 (exclusive). If that random number was equal to 7, the player would get a wrong answer. This means that every turn a player has a 7/8 chance of getting the answer right. That’s too high!
  + Modified to “if (rand() % 9 < 4){“ giving the player a 50/50 shot at right and wrong answers.