*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**

**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
* Whats up w/ this inPenaltyBox[6];

**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.