**Problem Solving –**

Lecturer: Jenny Oh

**Objective:** To explore steps to problem solving.

1. The approach:
   1. Define success conditions
      1. What about the question/prompt determines success?
      2. What should be returned? Any side effects?
      3. and outputs?
      4. \*\* Make sure you READ!!
   2. Define or explore key phrases
      1. Info!
      2. Input/output? Type of data?
      3. Conditions for the in/out?
      4. What
   3. Match actions to actionable key phrases
      1. Pre-Pseudo-coding, basically.
   4. Redefine success conditions
      1. Based on what we’ve considered, are there any re-considerations?
      2. Continue pre-pseudo-coding.
   5. Create strategy from actions.
      1. Take what we’ve gathered and come up with a strategy to execute code.
2. Other Notes & Tips
   1. Trust your gut.
      1. Even if your answer isn’t perfect, *go for it.*
      2. Jenny: Often, refactoring is often easier than searching for the optimal solution.
3. “Greed is Good”
   1. Greed is a dice game played with 5 six-sided dice.
   2. Return the score of a throw according to certain rules.
   3. Always given array with 5 six-sided dice values.
   4. Each dice counted once.