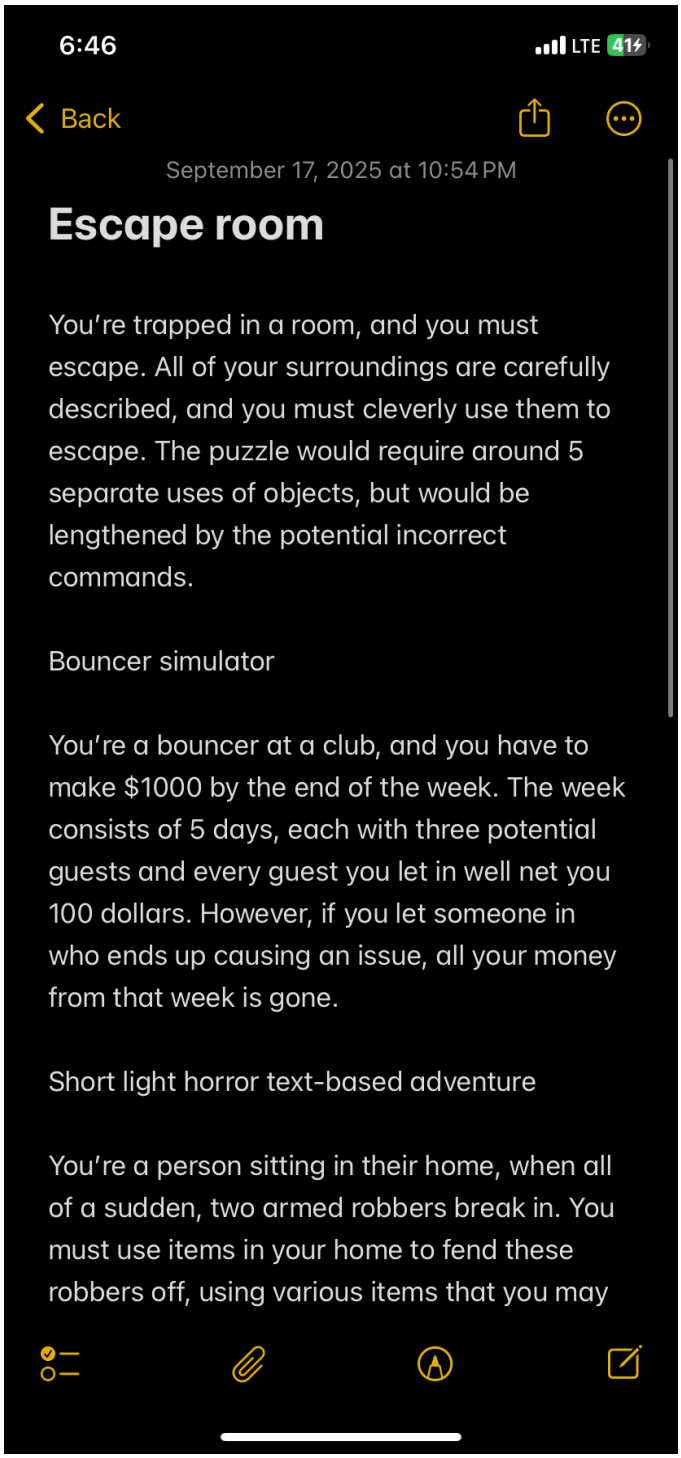
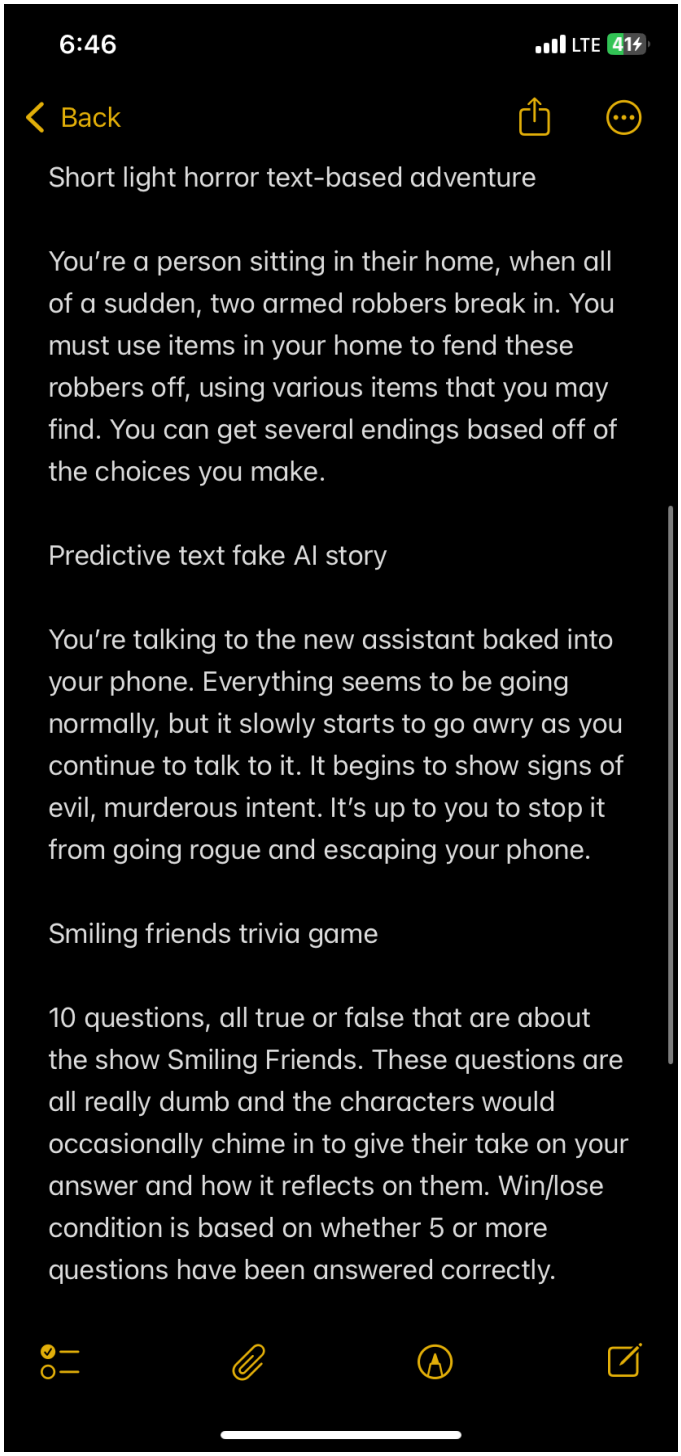
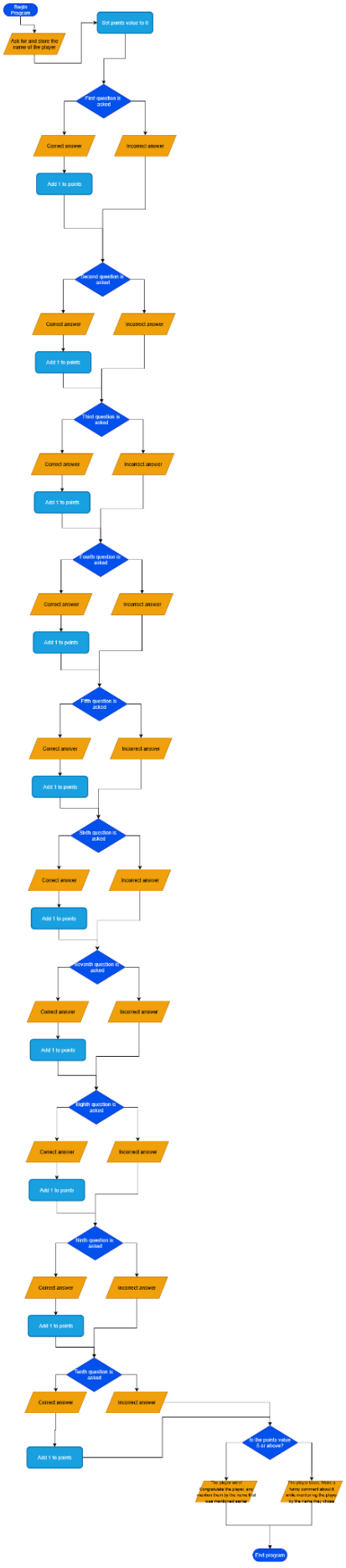
9/21/25 I came up with 5 ideas on my phone in class, however I wasn't able to get started on actually programming one of them until way later because my laptop charger went missing and I couldn't use my laptop for a bit.





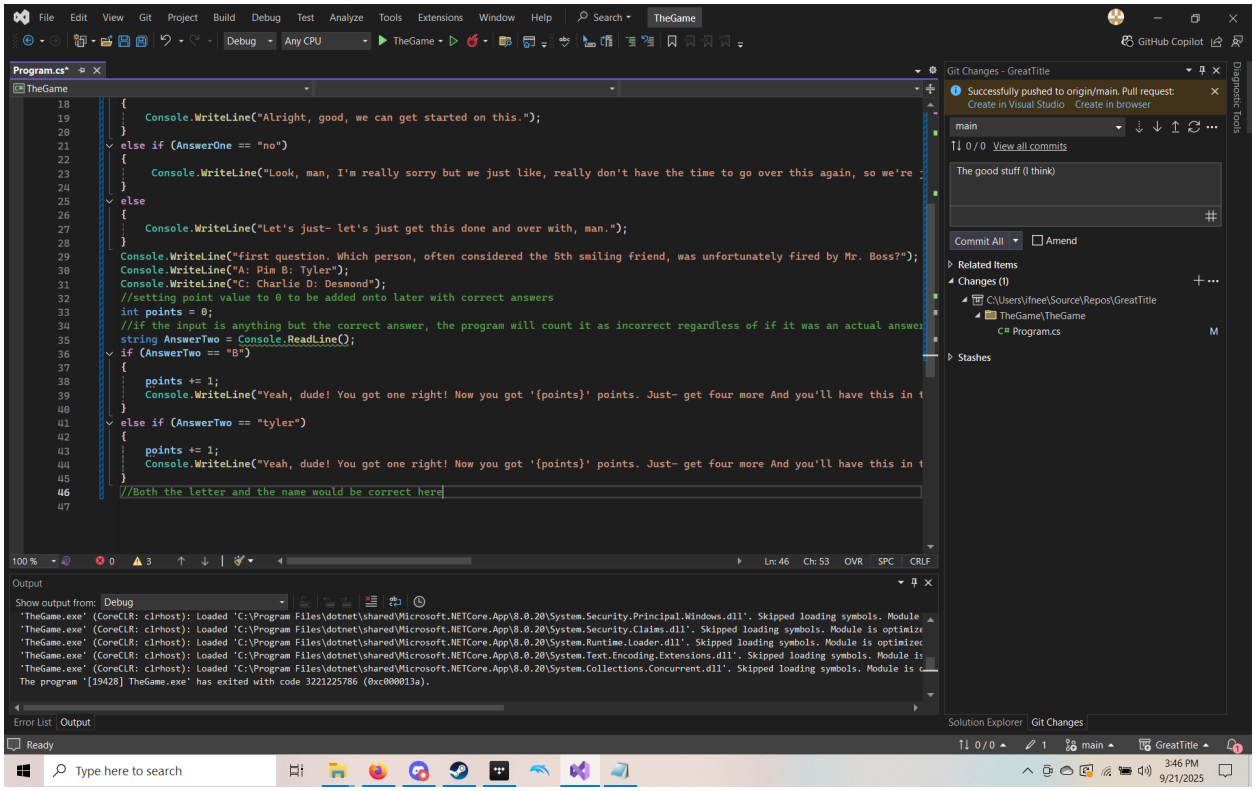
When I finally got started, I went with choice 5: smiling friends trivia because it seemed like the easiest, and most fun thing to code out of the options. After I chose the thing I wanted to make, I made a flowchart of it: (It's really big and isn't very visible on the page itself, so I'll probably upload it directly to the repository later).

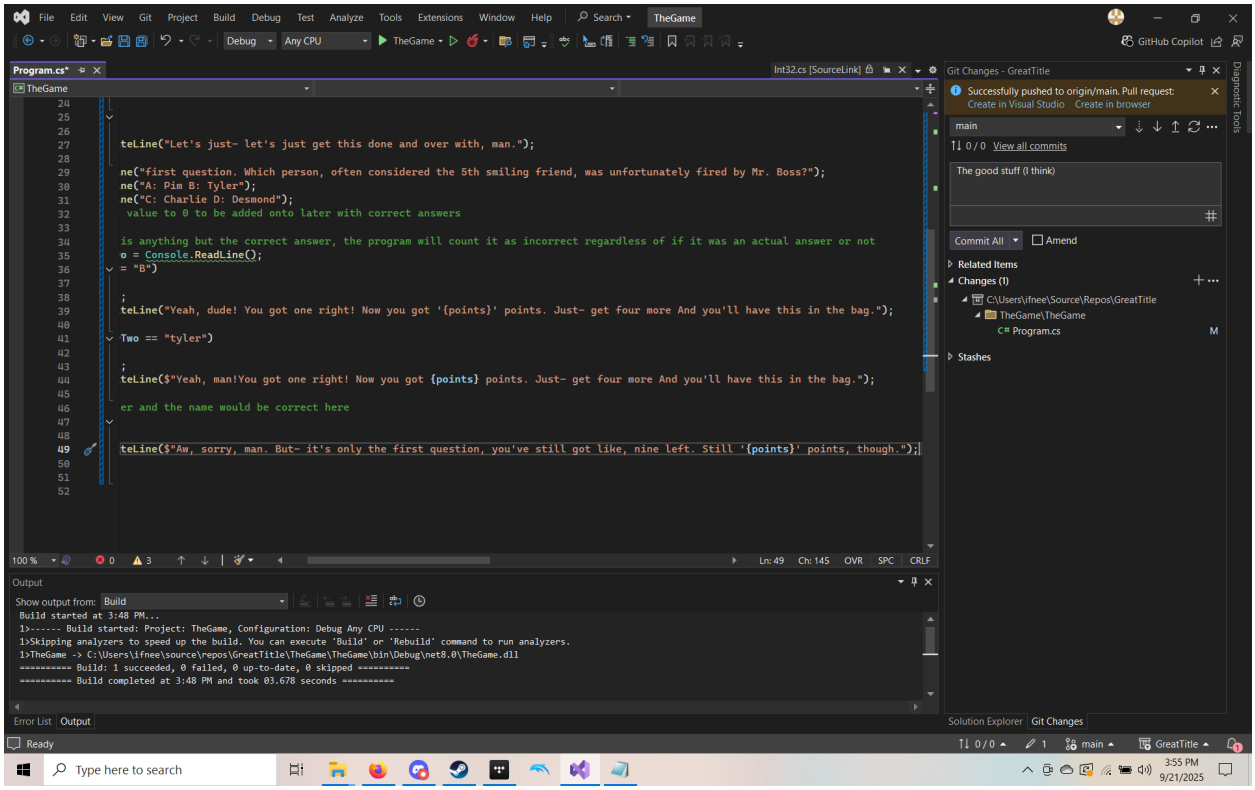

Begin Program
Set points value to 0
Ask for and store the name of the player
First question is asked
Correct answer
Incorrect answer
Add 1 to points
Second question is asked
Correct answer
Incorrect answer
Add 1 to points
Third question is asked
Correct answer
Incorrect answer
Add 1 to points
Fourth question is asked
Correct answer
Incorrect answer
Add 1 to points
Fifth question is asked
Correct answer
Incorrect answer
Add 1 to points
Sixth question is asked
Correct answer
Incorrect answer
Add 1 to points
Seventh question is asked
Correct answer
Incorrect answer
Add 1 to points
Eighth question is asked
Correct answer
Incorrect answer
Add 1 to points
Ninth question is asked
Correct answer
Incorrect answer
Add 1 to points
Tenth question is asked
Correct answer
Incorrect answer
Add 1 to points
Is the points value 5 or above?
End program

Everything was going pretty smoothly until it came time to try and show the point values in the program. That is, until I realized I just had to use string interpolation.

Also, after a little bit I was really regretting using the same string naming convention for the first "jokey" sort of question for the rest of the questions, since the numbering was off because of it. but by that point, it was too late to go back and change because it would be a nightmare to do because of how visual studio handles changing code characters.

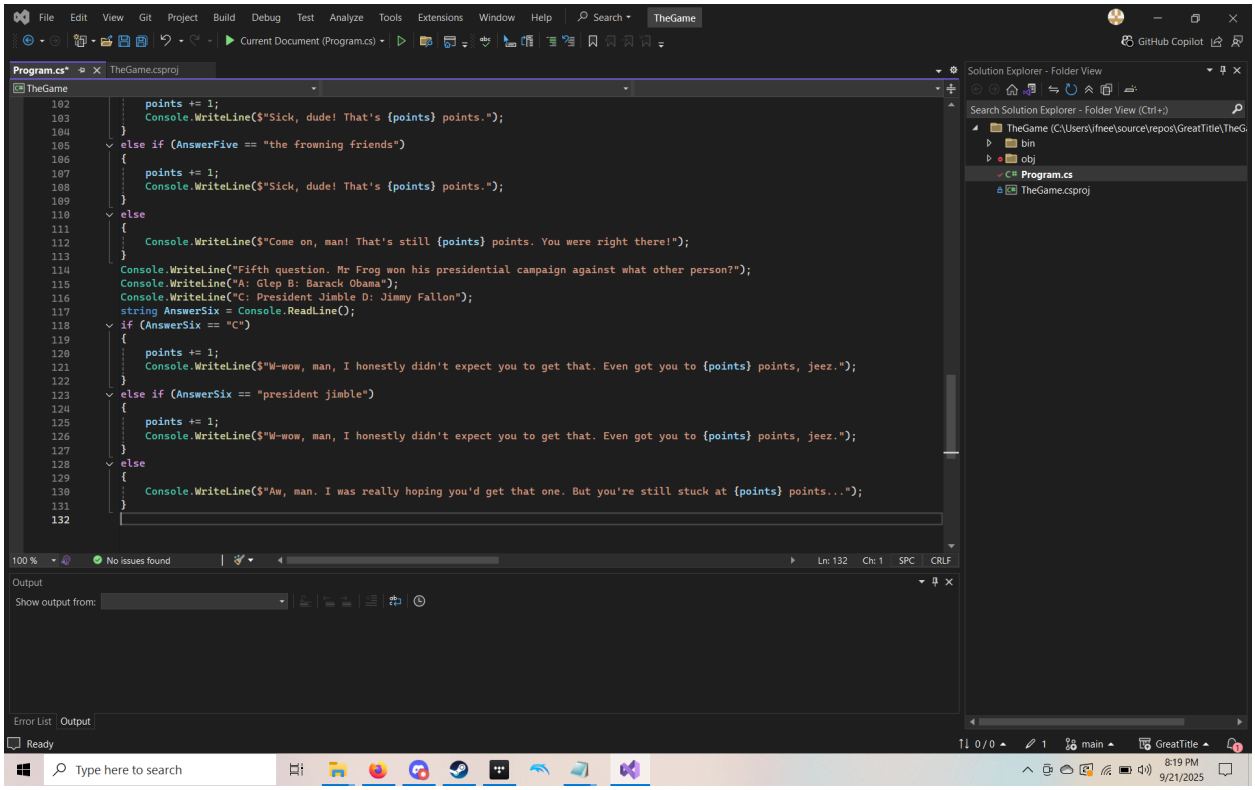
However, after that it was mostly smooth sailing after I got the right formula down for calculations of right answers and points. The hardest part ended up being coming up with questions.





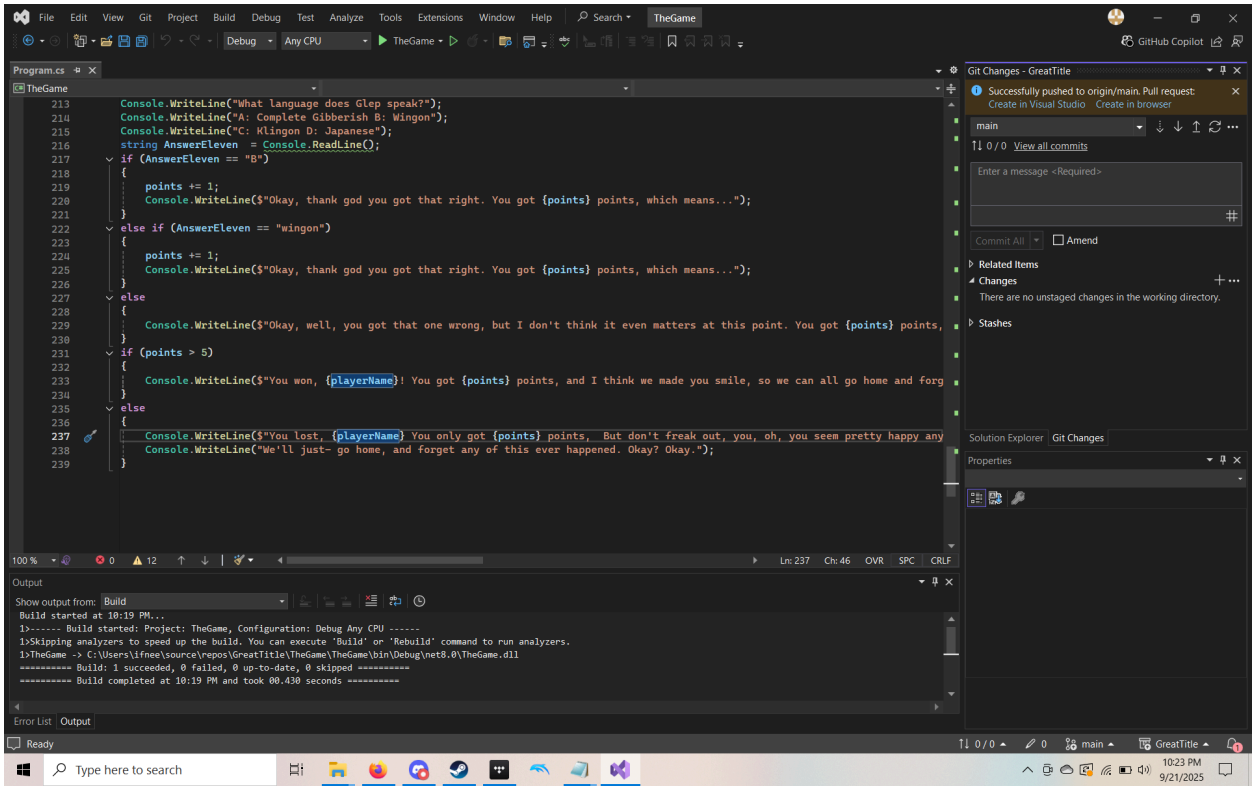
Oh, and also coming up with unique messages whenever you got a question right or wrong. After my first session of coding, I stopped and took a break after I finished all the code for the intro, and the first five questions. The question part got very tedious after a while.

Coming back from the break, after a couple of hours it's equally as tedious. I watched a bit of the show and got Charlie's character a little better, so there might be a random shift in his tone after the 5th question or so, which is honestly pretty standard in universe stuff.



Also, if it wasn't for string interpolation I might've actually banged my head against the keyboard multiple times. It's been a massive help.

It took a few hours, but I finally finished the code at around 10:30 PM. It wasn't even really that hard, just tedious for the most part.



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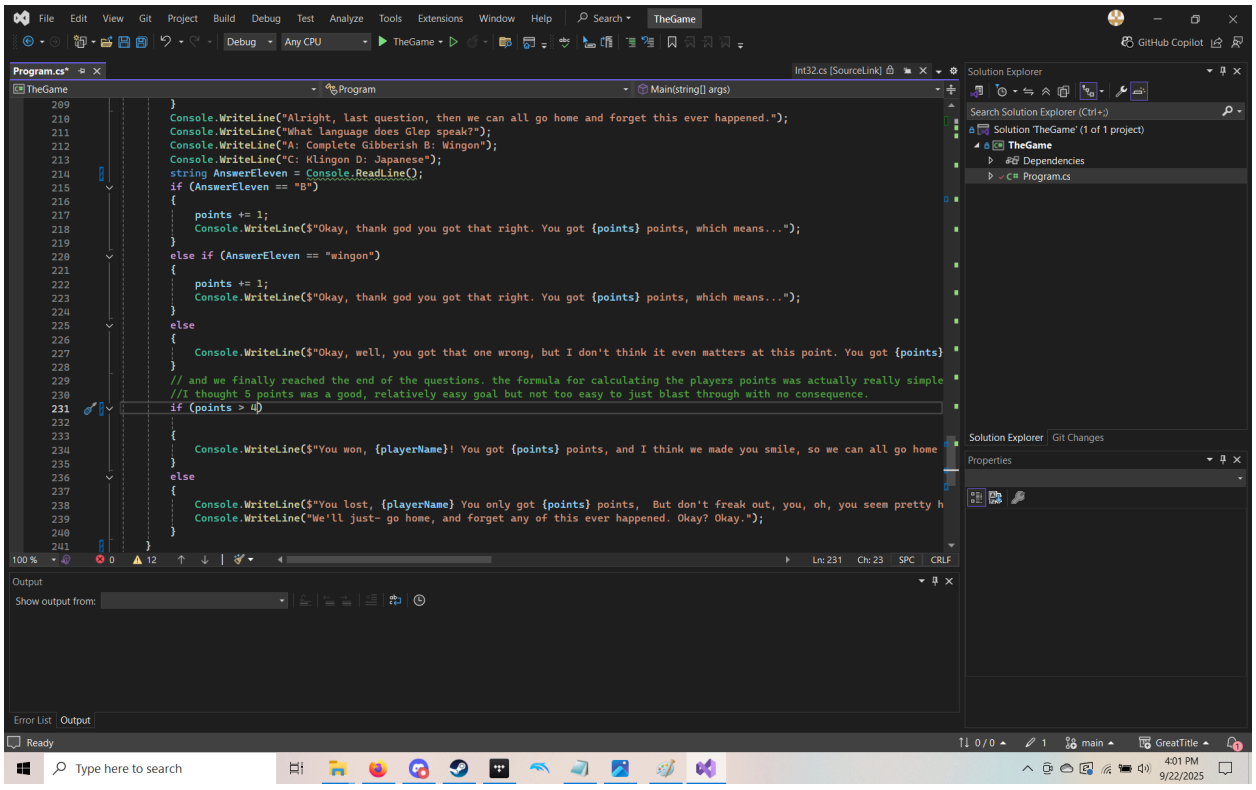
I had to make one small adjustment to the code, since I accidentally set a number wrong and it gave me a result I didn't want.



I also finally got around to uploading the flowchart to the github repository just a little bit ago. I was really tired last night and forgot to do it. And after all of that, I think I'm just about done with all of this.

9/23/2025

Yeah, not quite.

Well, this is more of a quick clarification than anything. But I was reading the rubric for the assignment and realized I made one big mistake, naming all of my files wrong. And I don't think the file names are something I can just easily go back and change, so I decided to copy all of the code, the README and the process work and put it in a new repository, with new file names. So that's why everything is in a completely new github repository.